MINECRAFT

21589 Alt
First Night

Built by mymocrap96!

Short History:

On June 1, 2012, Lego and Minecraft released the first licensed set named "The Forest." It was a micro-world build under LEGO CUUSOO, a site where fans submit their ideas to potentially become Lego sets, which was later rebranded as Lego Ideas on April 30, 2014. Lego released two more micro-world sets in September 2013, The Village and The Nether, followed by the last of the series funnily enough being The End, on June 1, 2014. It wasn't until November of the same year that Lego finally released normal, minifigure-scale sets.

Lego later celebrated their Minecraft history by releasing the Crafting Table set on August 1, 2024, featuring redesigned micro-figures and new biomes. This alternate build, however, will focus on the January 1, 2026 release of the Mini Biomes set. While it might not be as glamorous as the Crafting Table, it offers the perfect amount of pieces to build a proper tribute to that very first Minecraft Lego set. The images, instructions, and even the microfigures are based on "The Forest". I hope you enjoy this build as much as I did!

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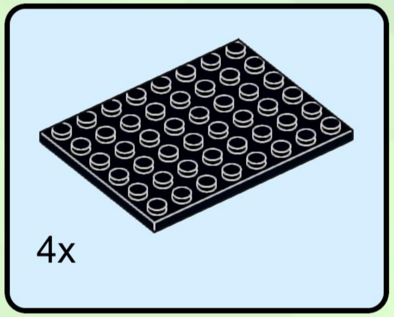

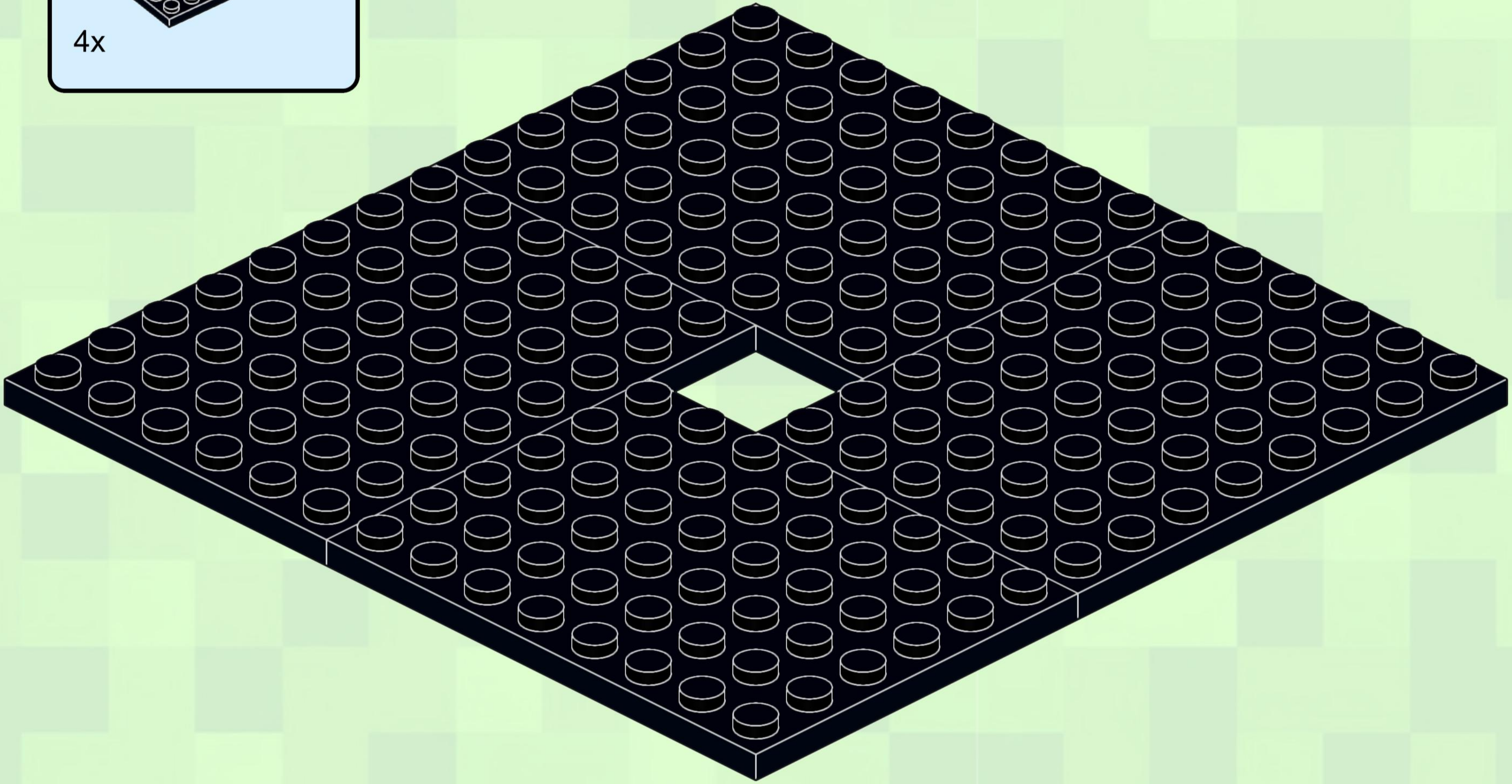

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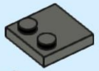

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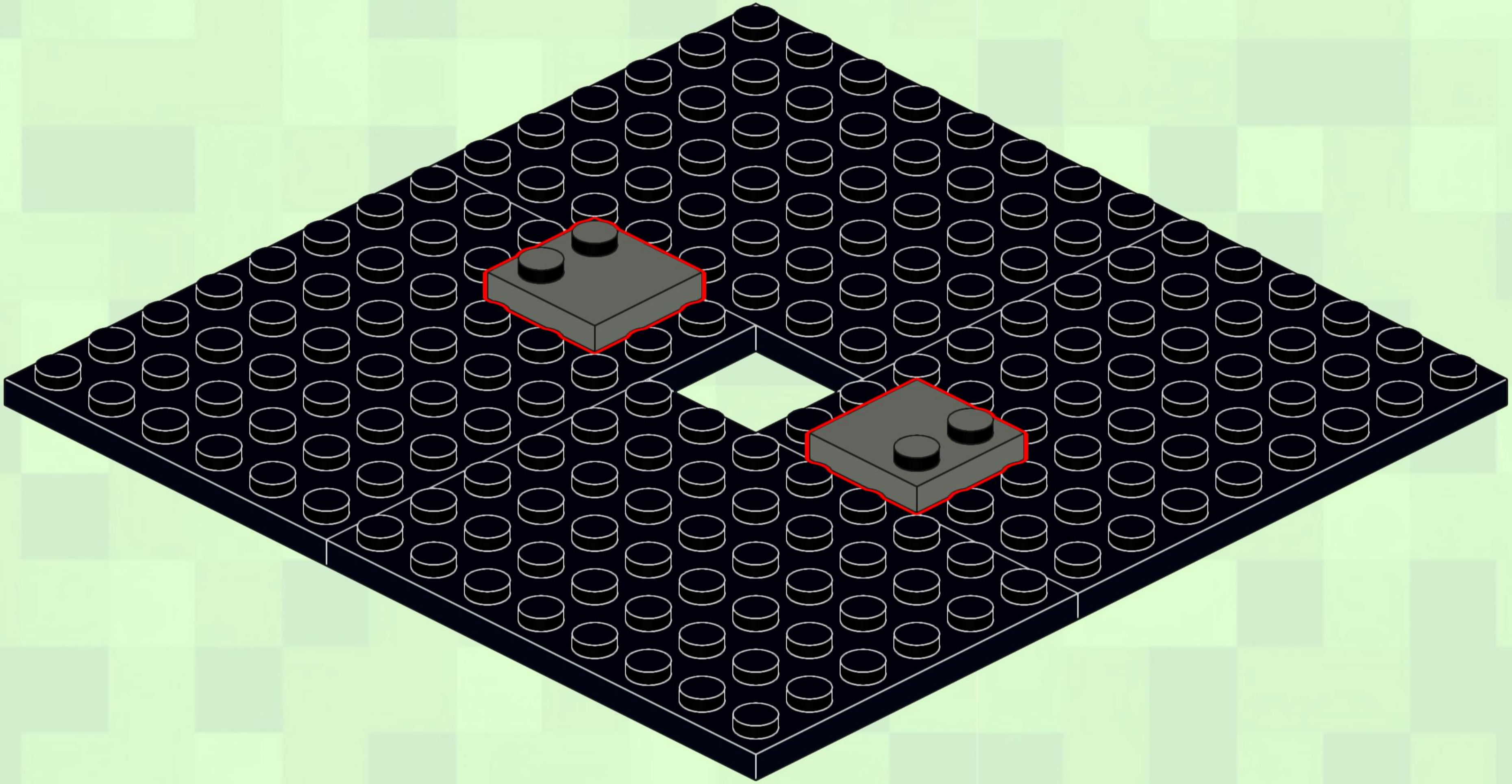

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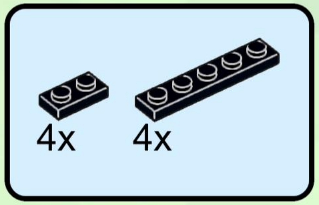

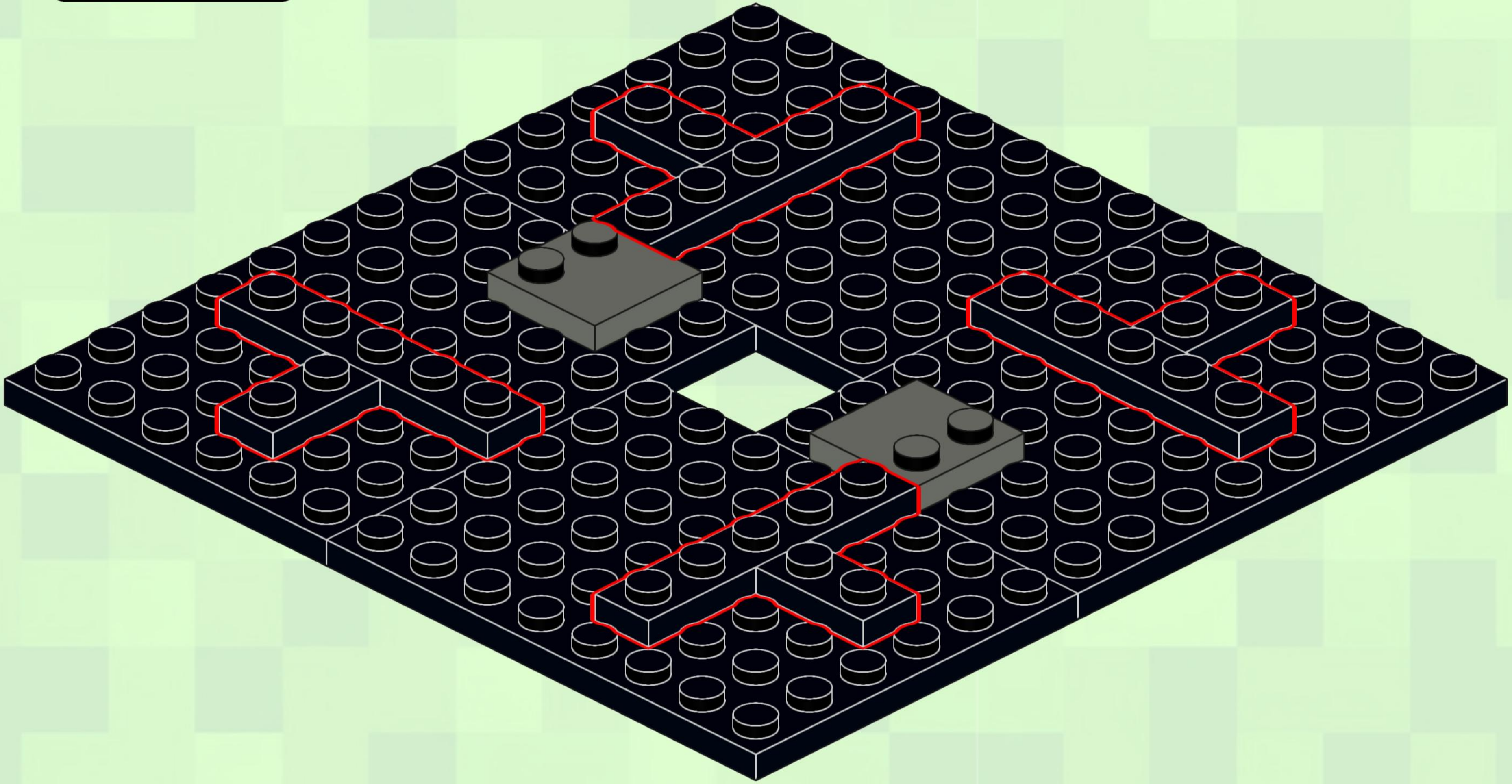

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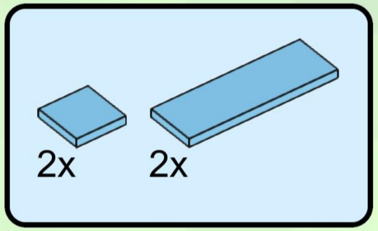

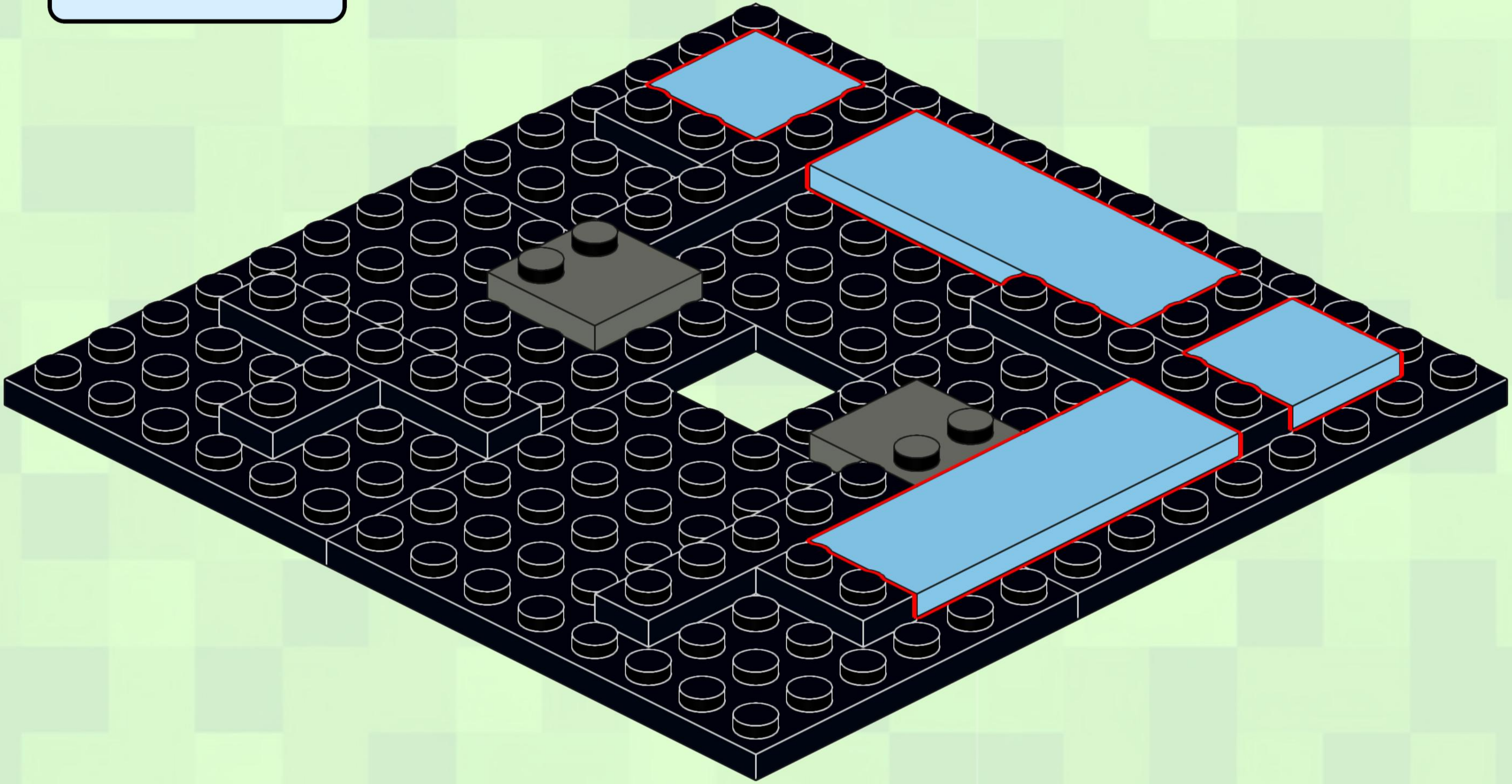

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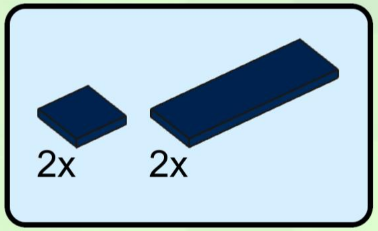

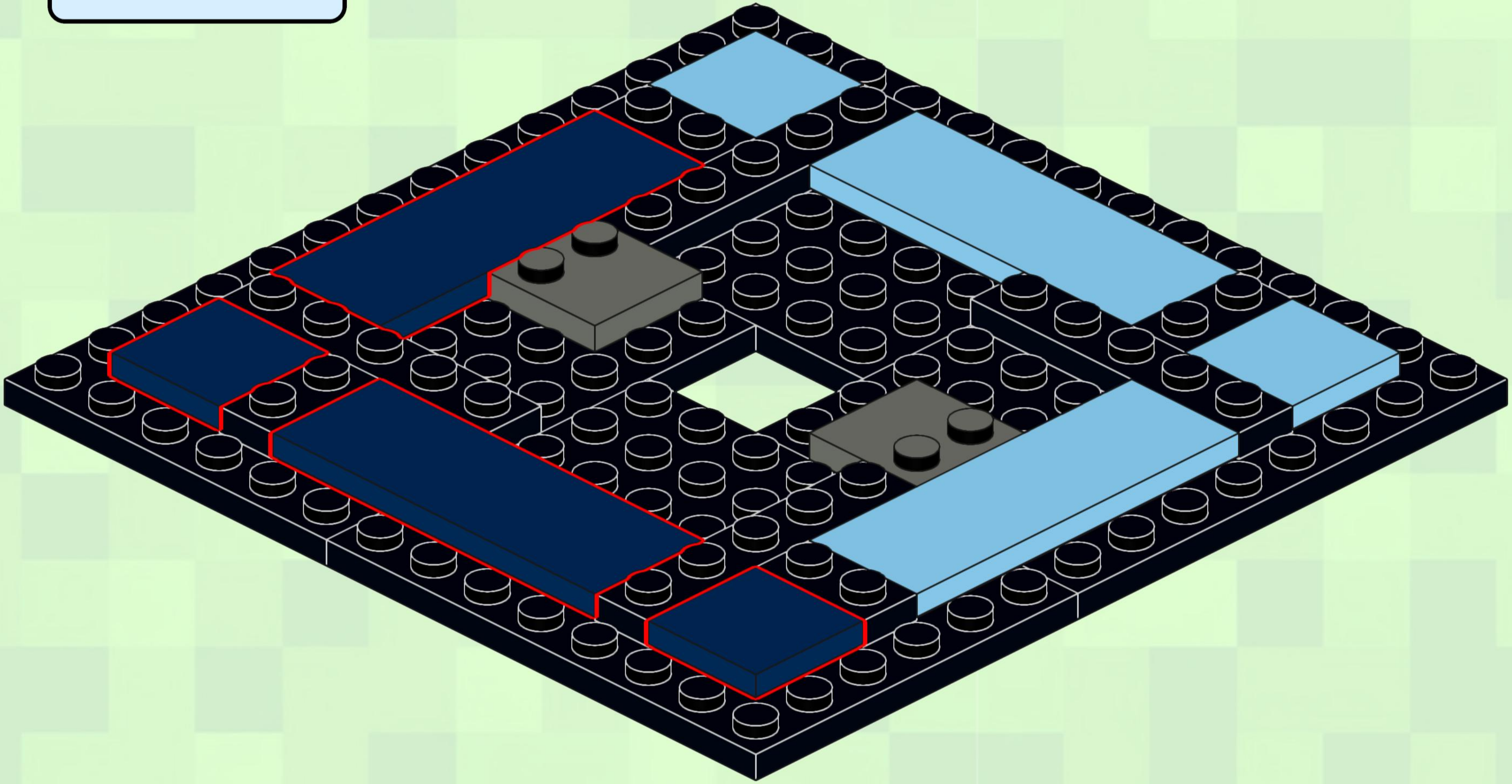

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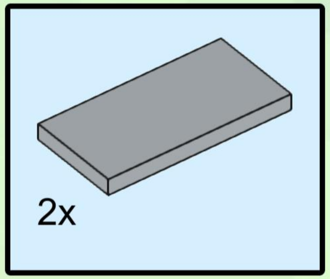

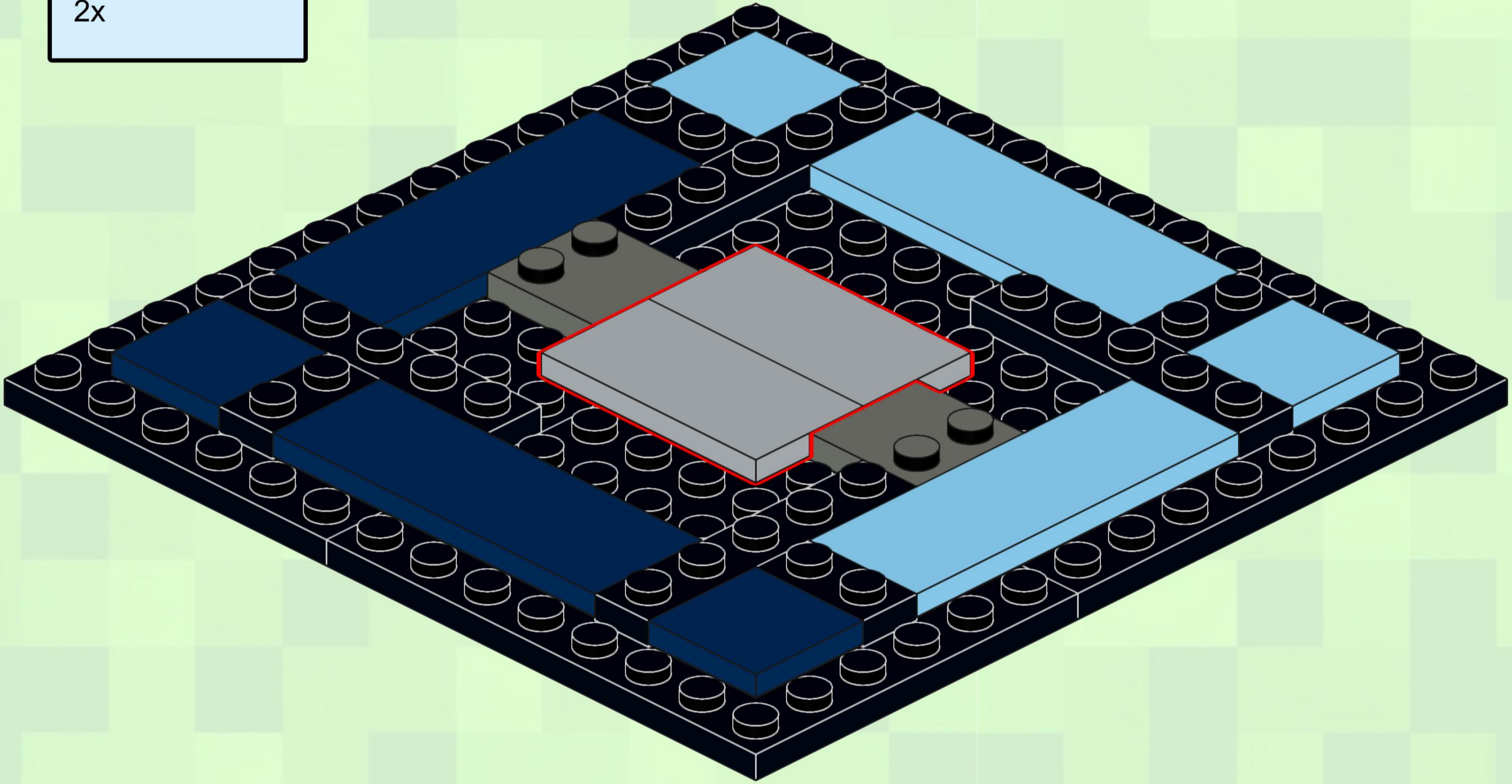

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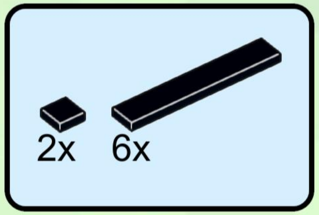

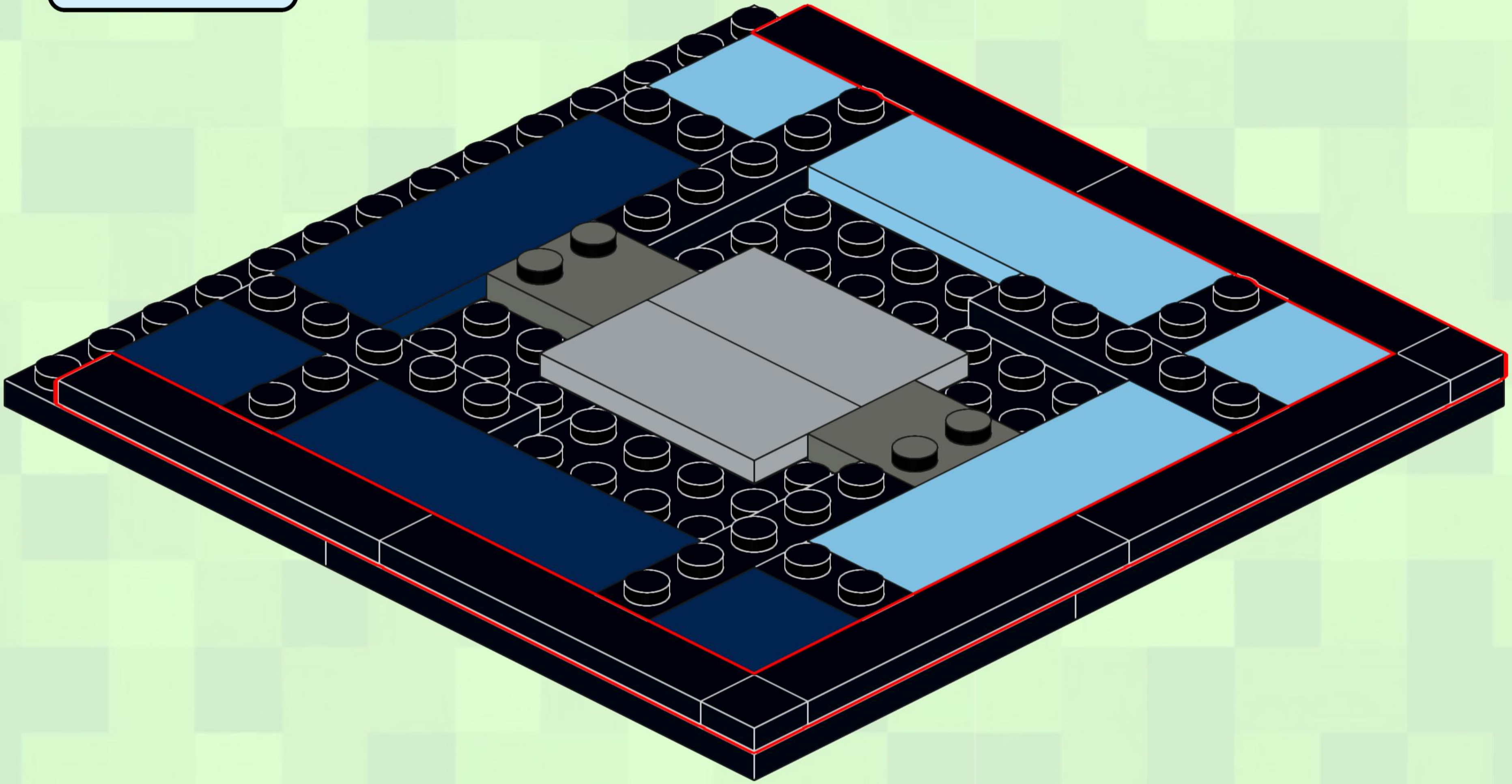

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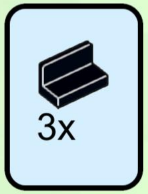

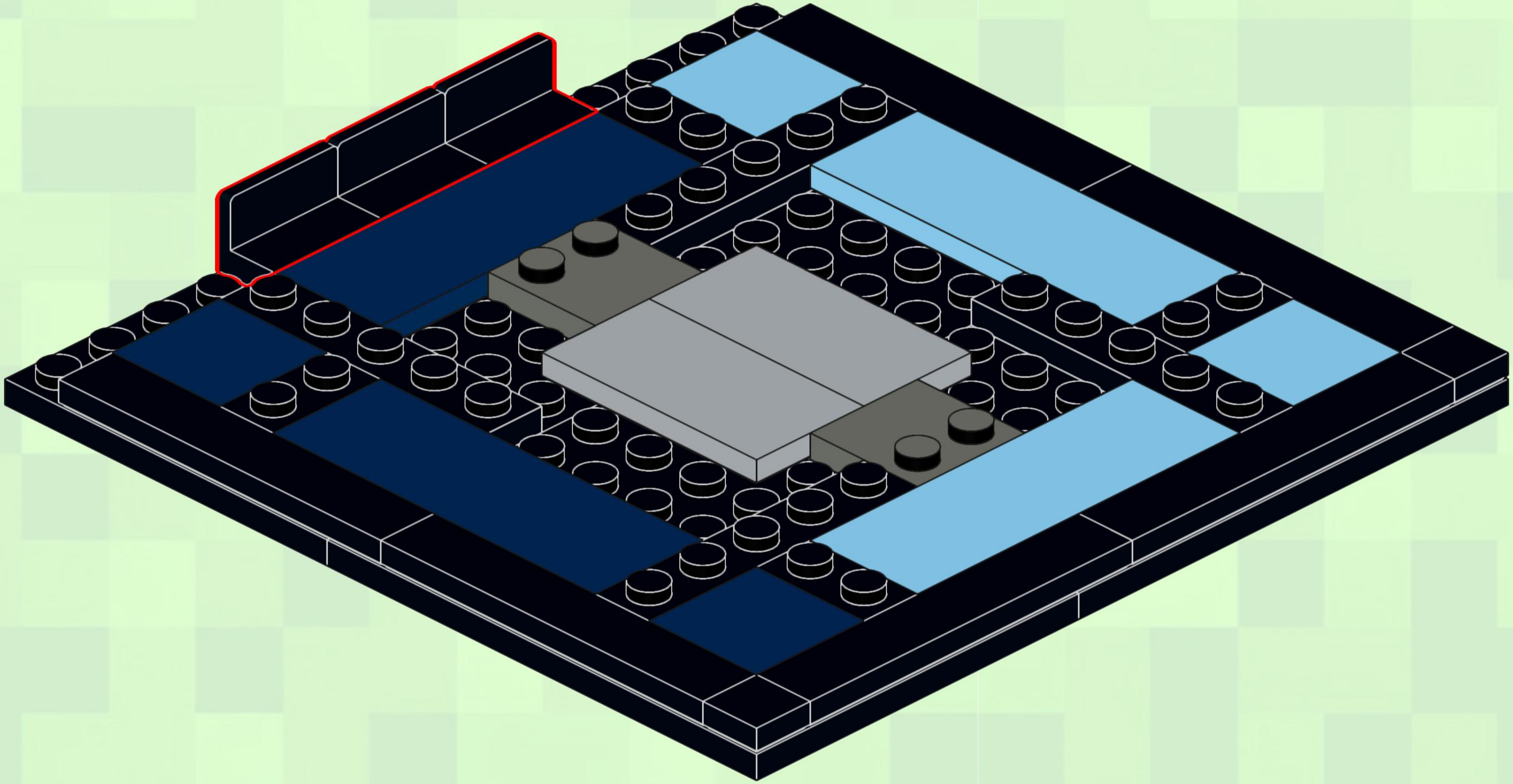

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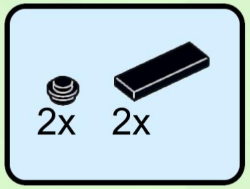

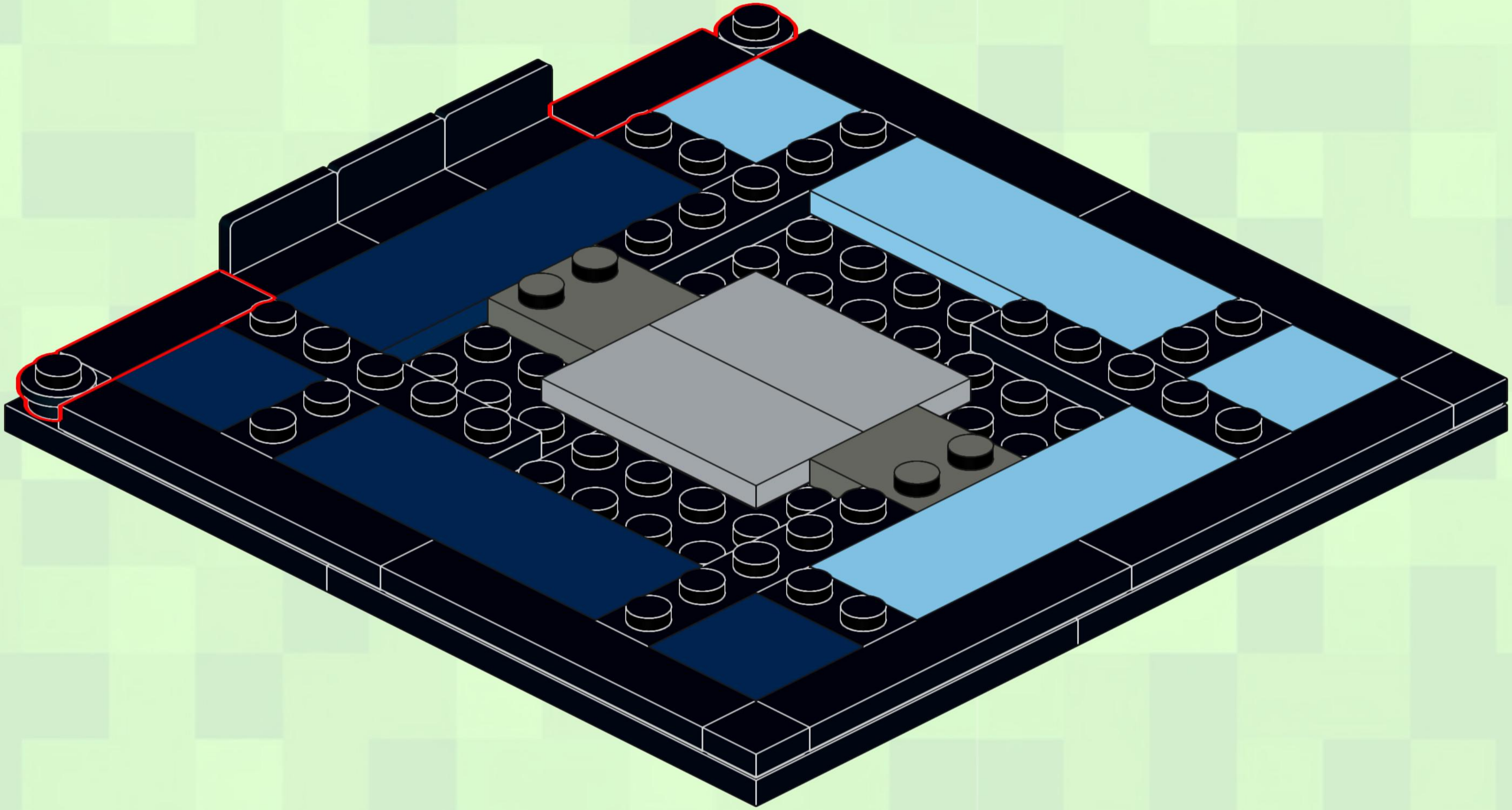

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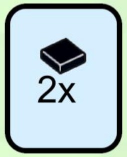

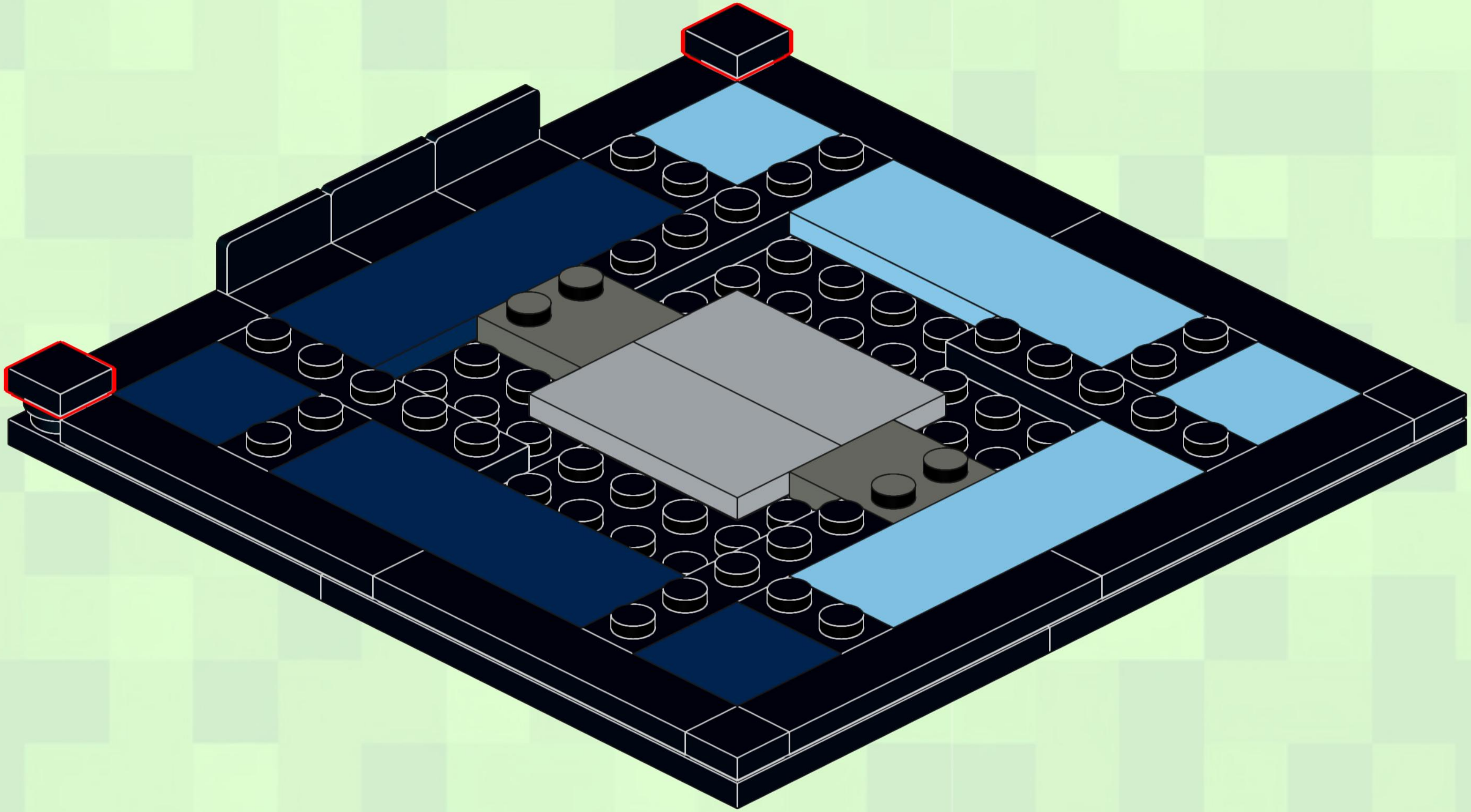

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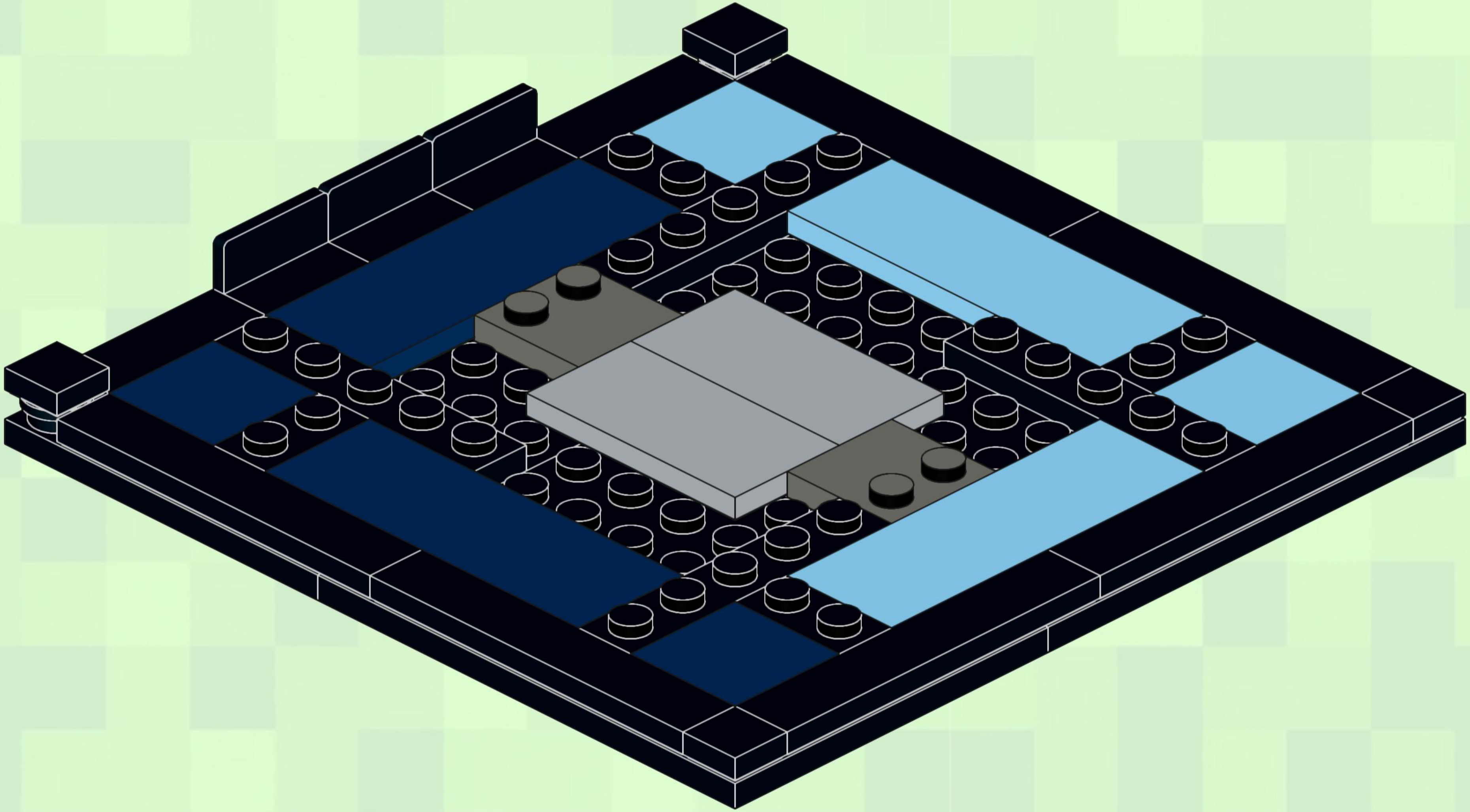

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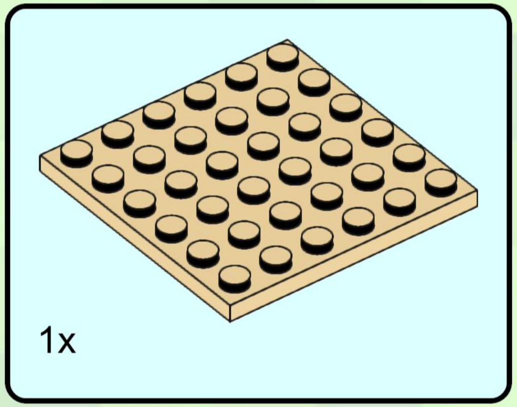

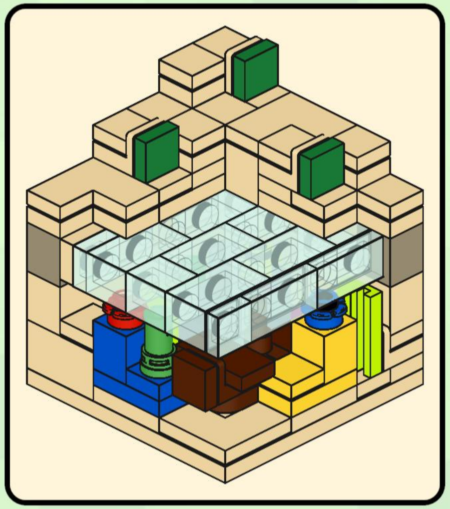

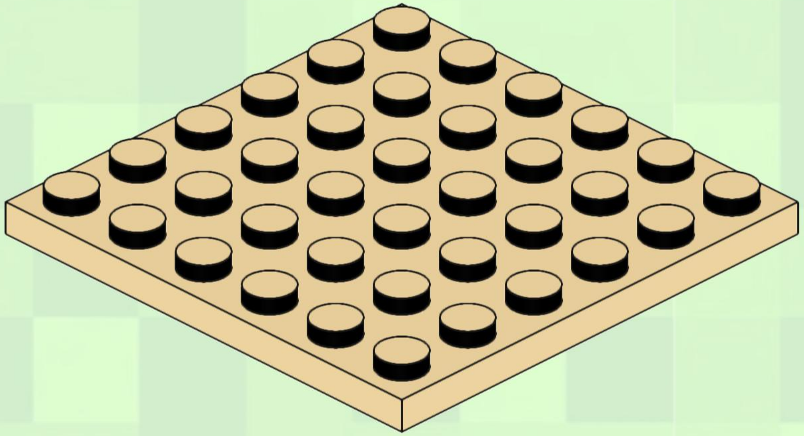

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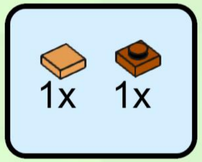

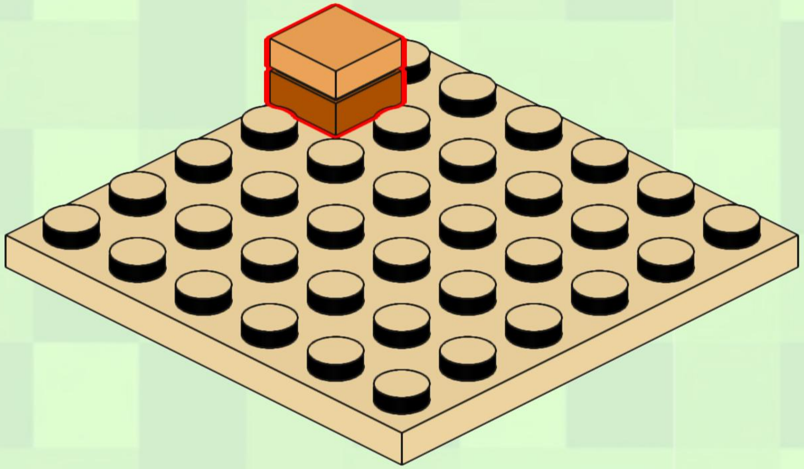

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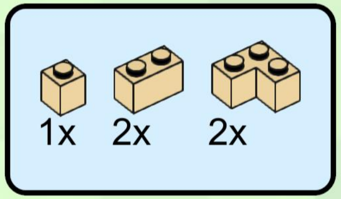

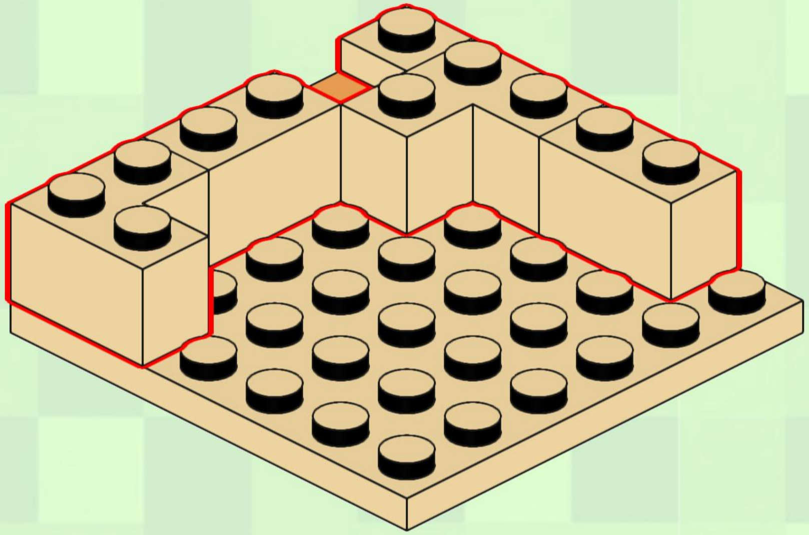

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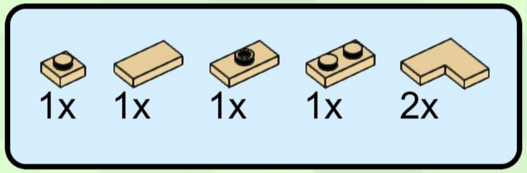

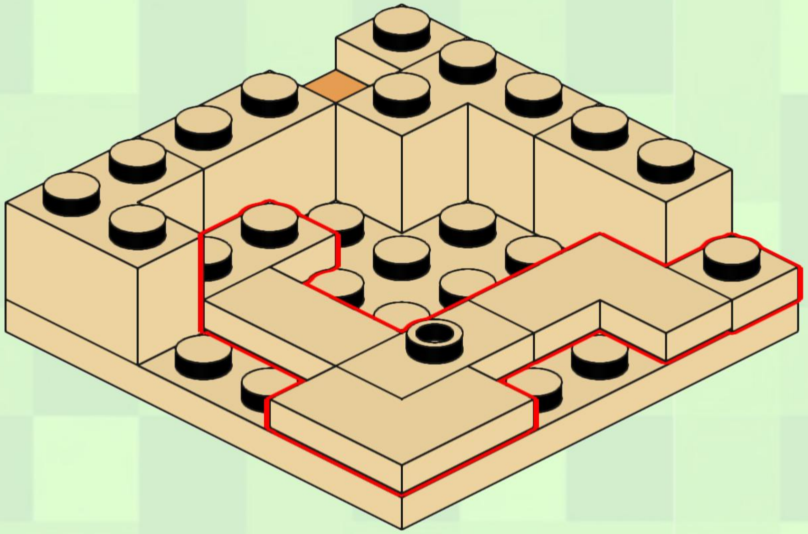

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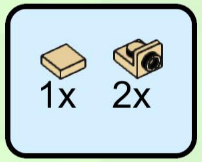

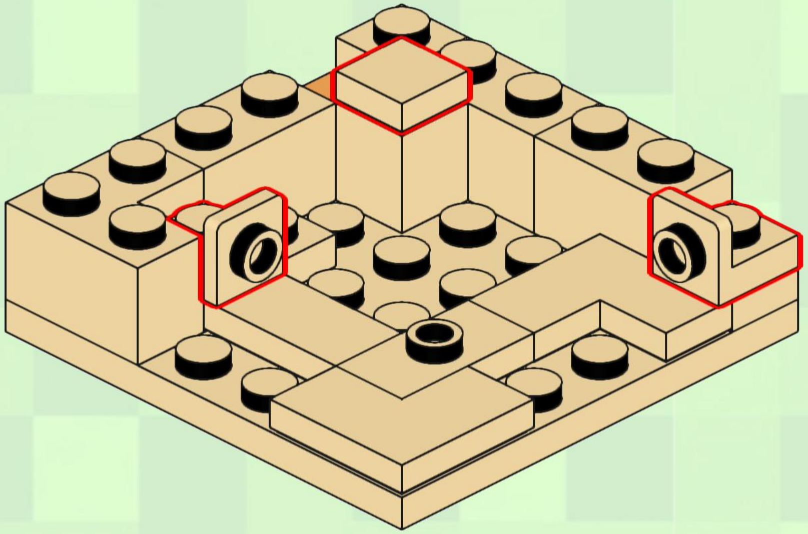

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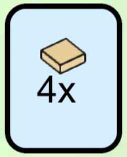

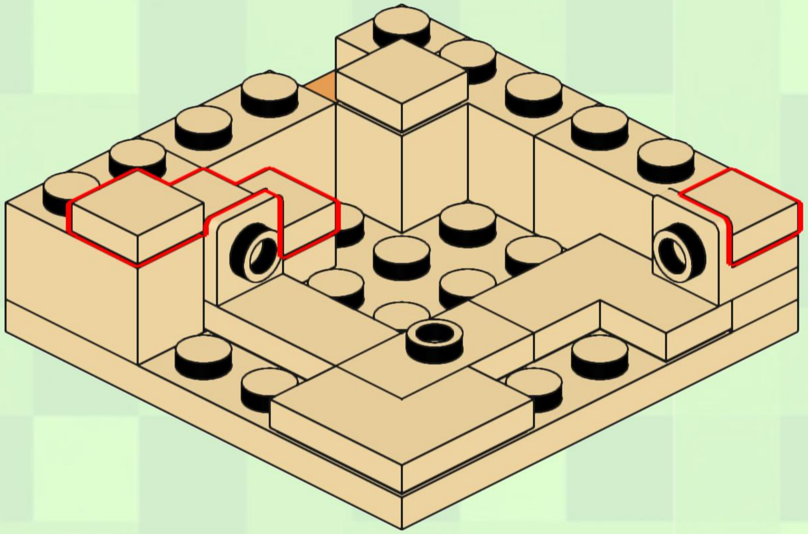

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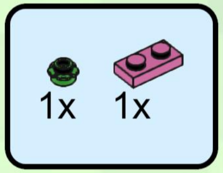

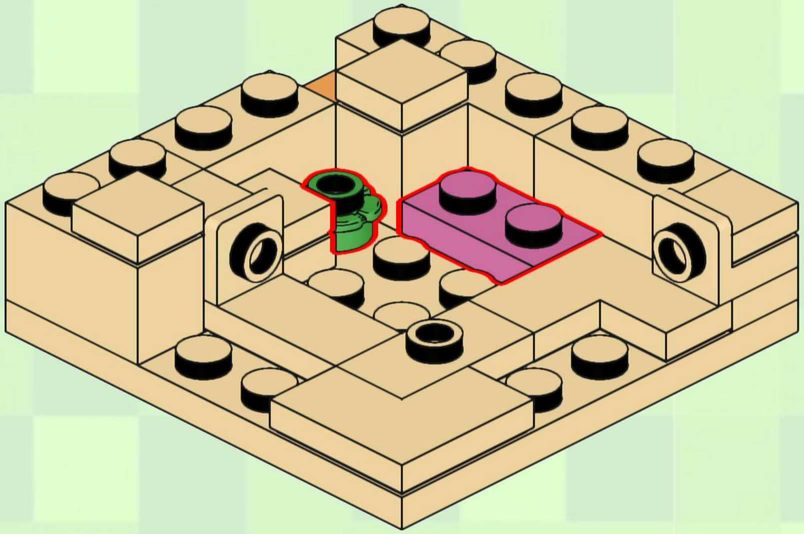

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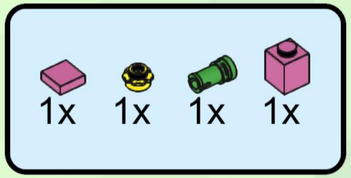

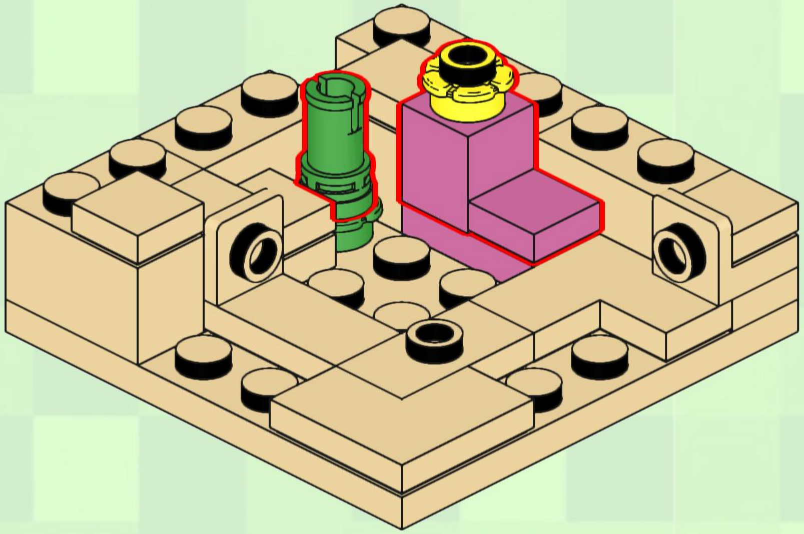

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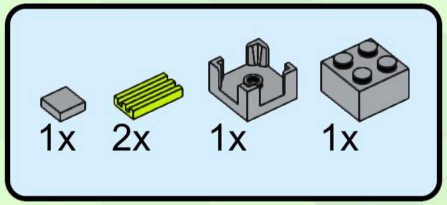

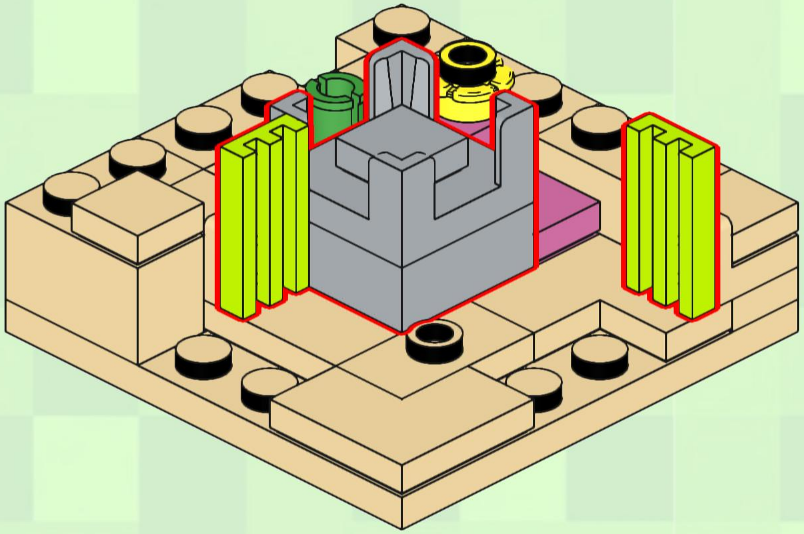

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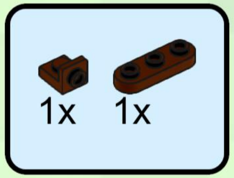

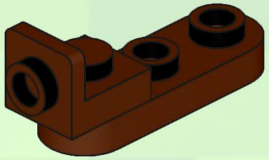

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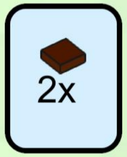

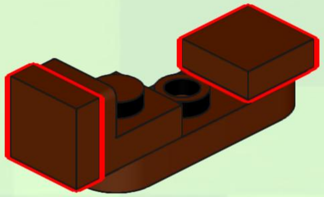

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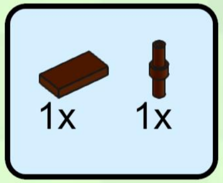

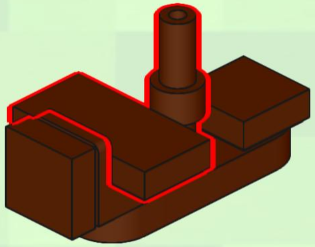

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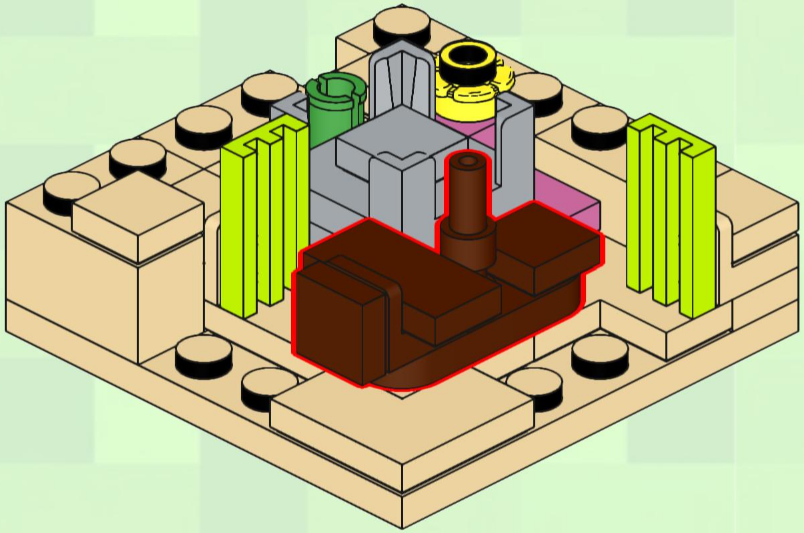

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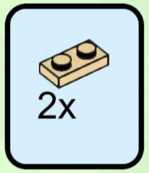

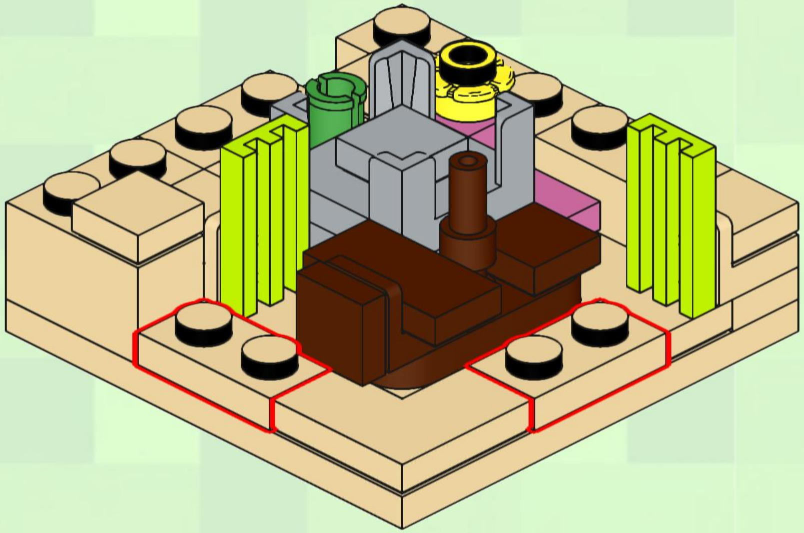

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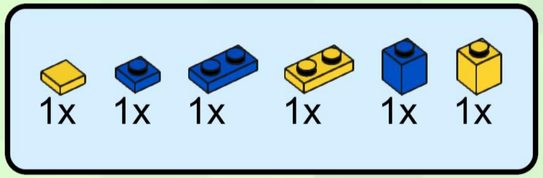

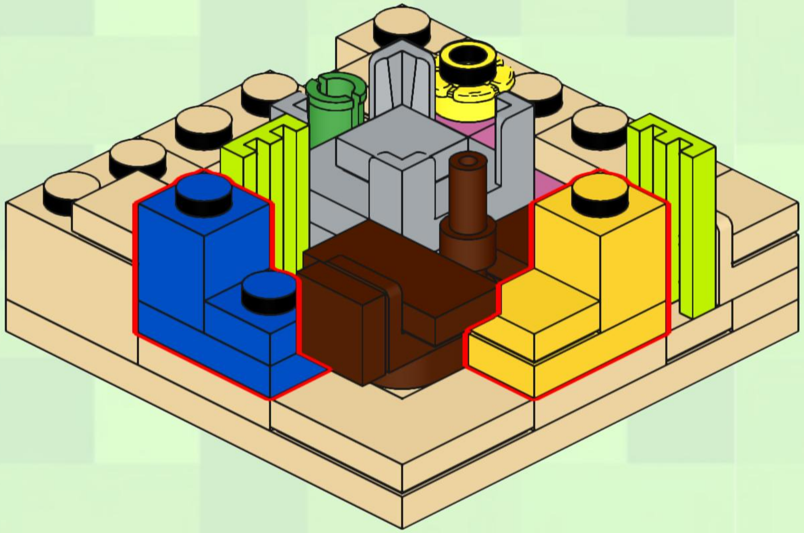

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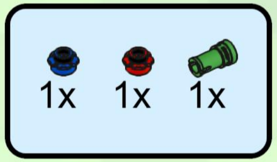

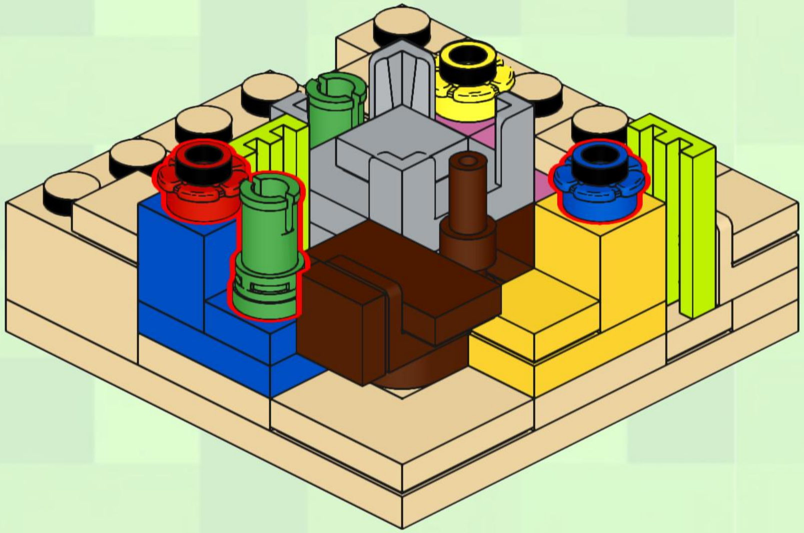

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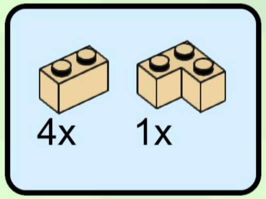

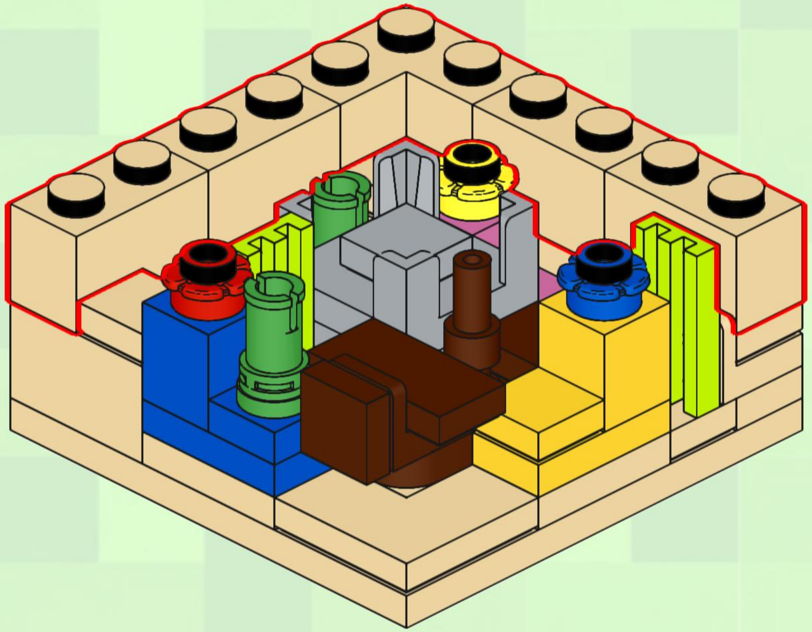

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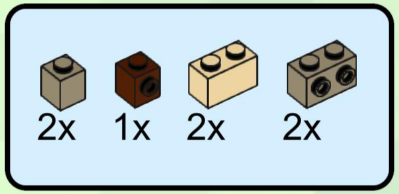

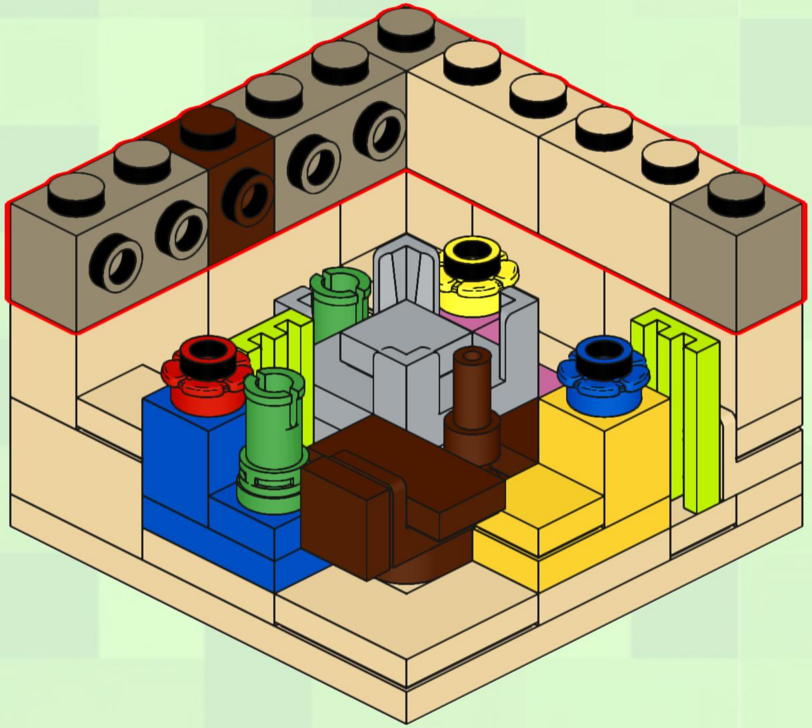

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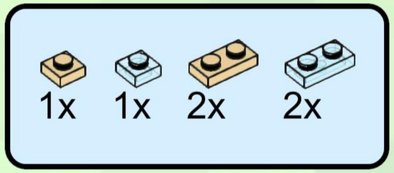

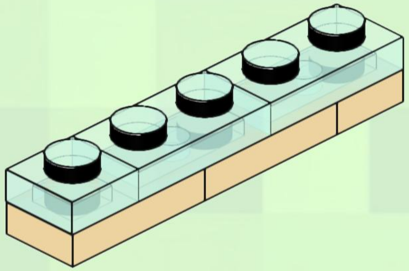

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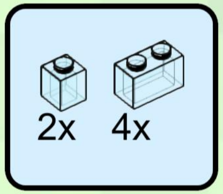

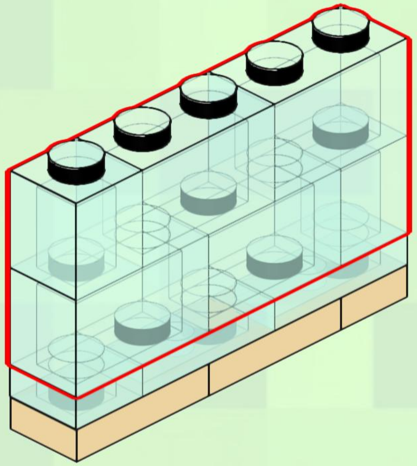

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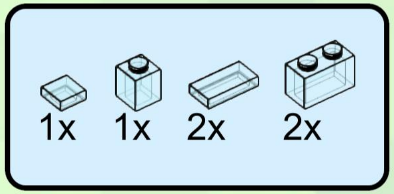

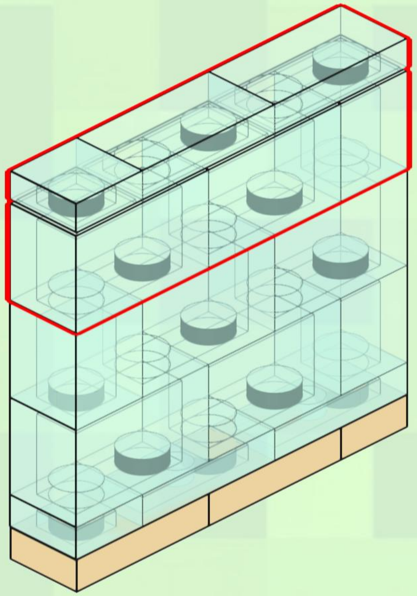

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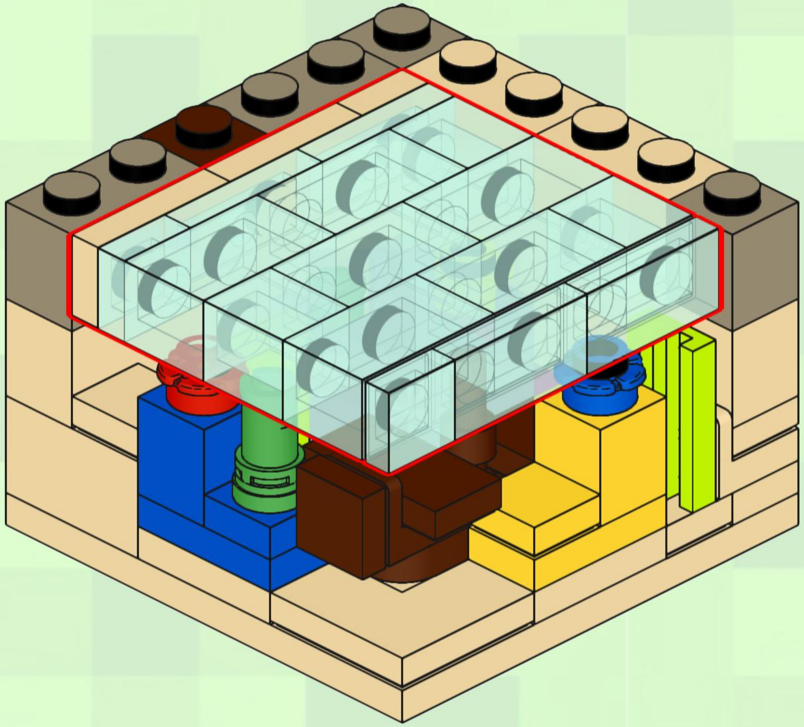

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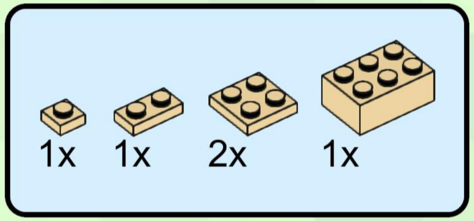

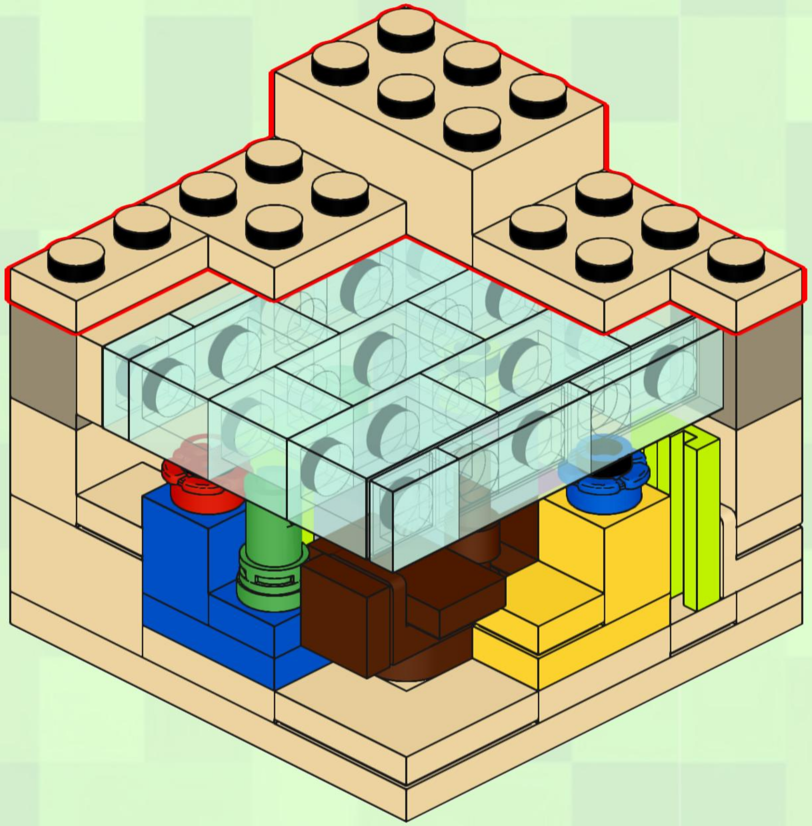

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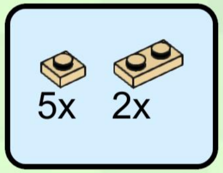

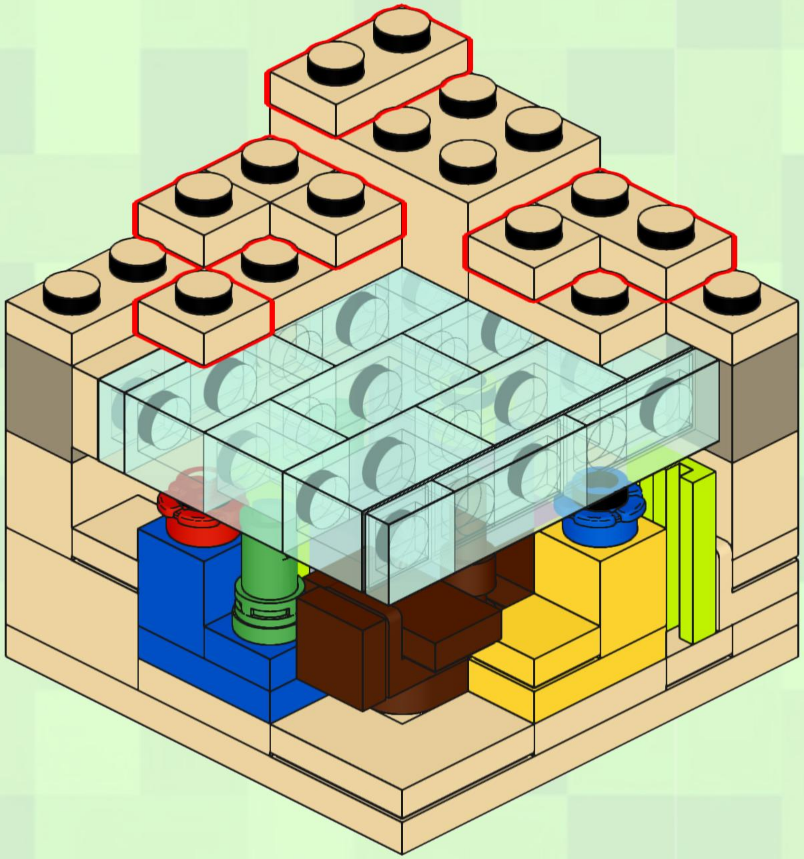

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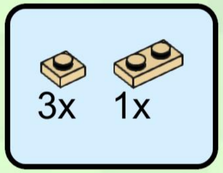

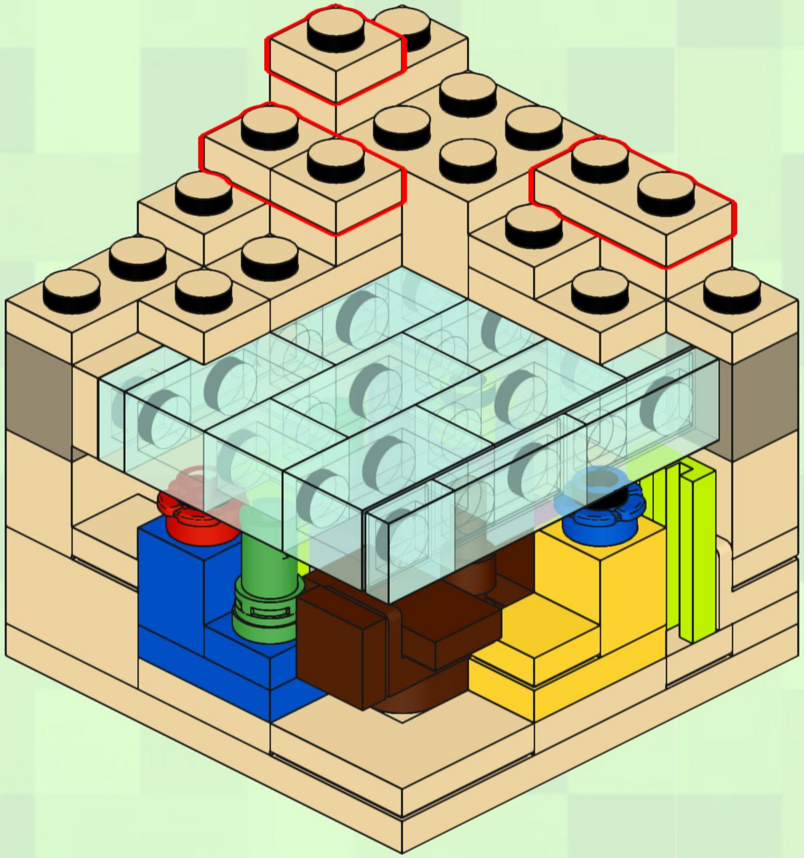

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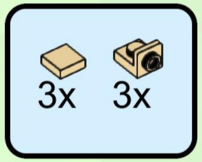

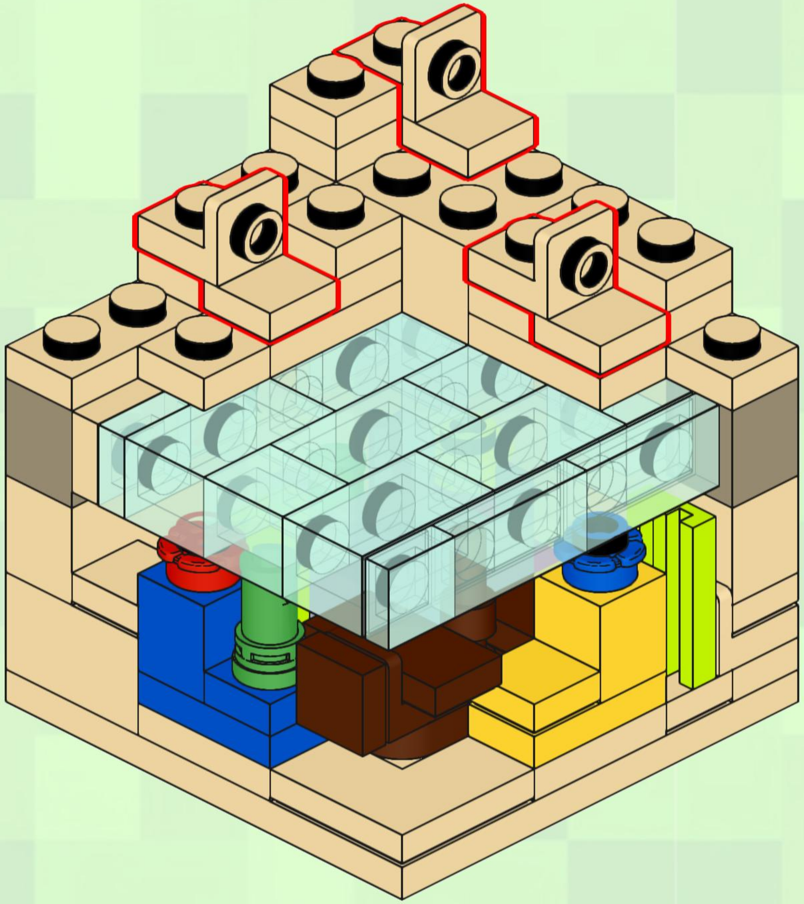

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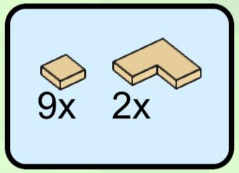

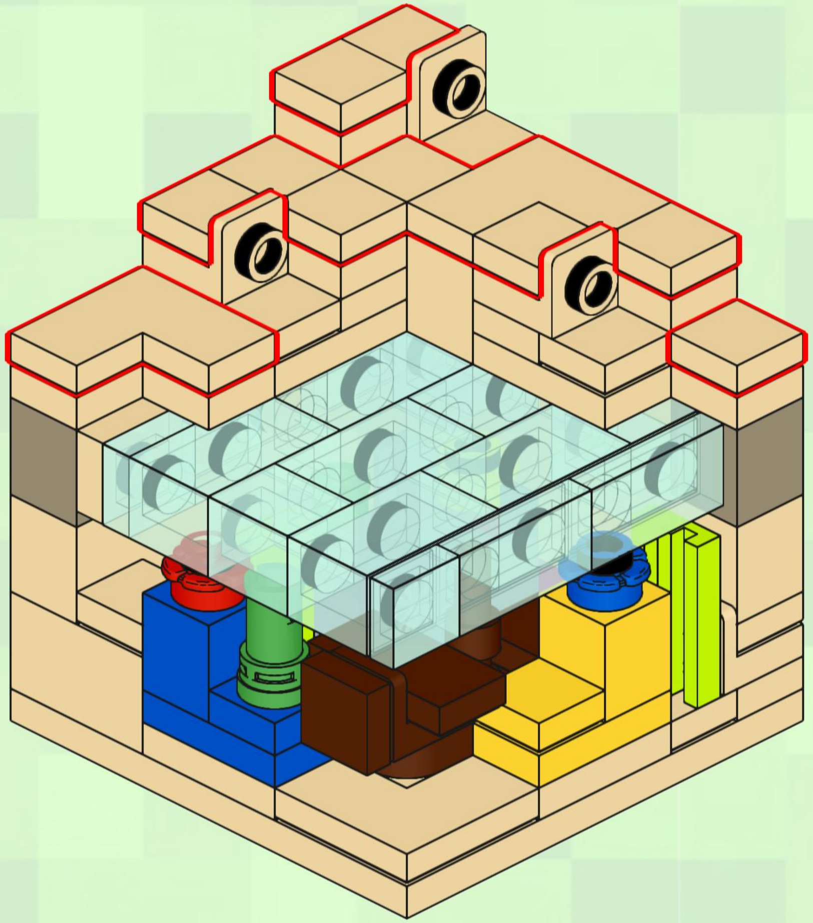

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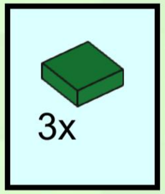

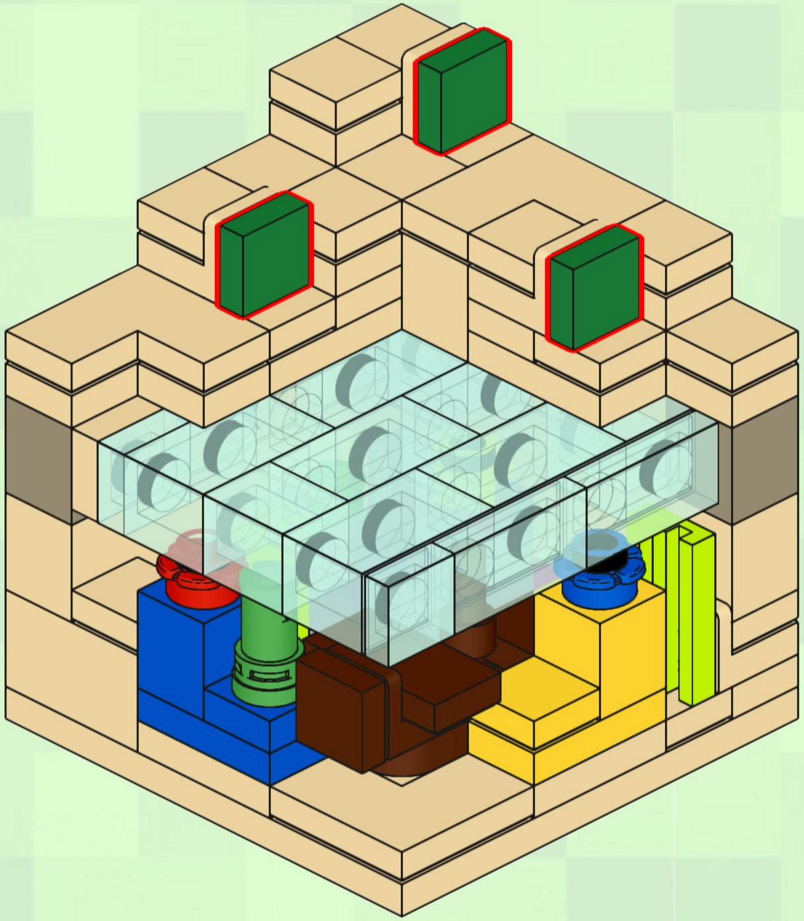

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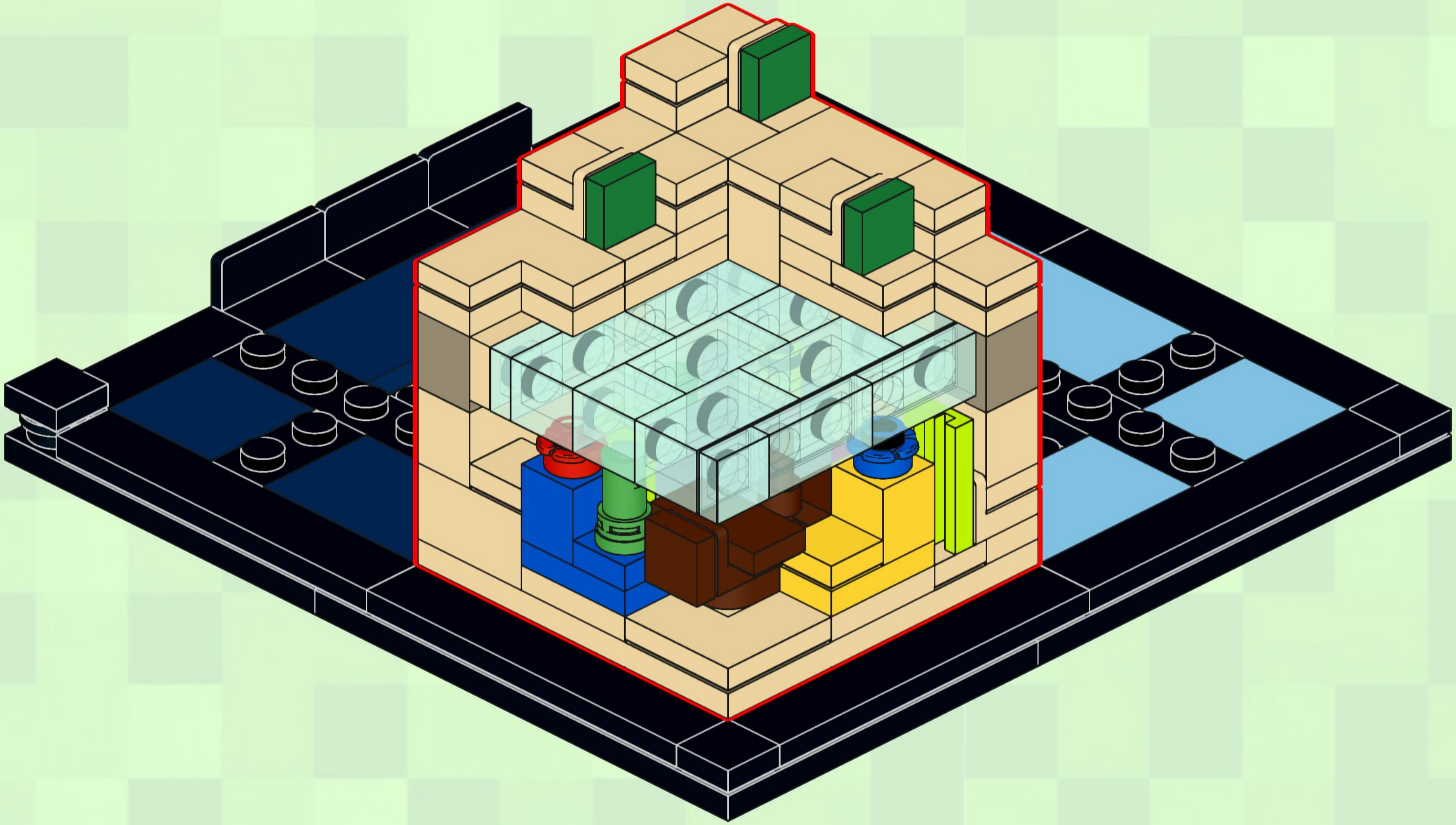

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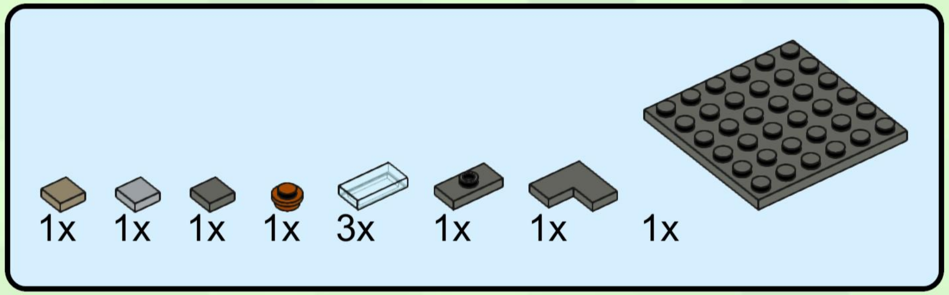

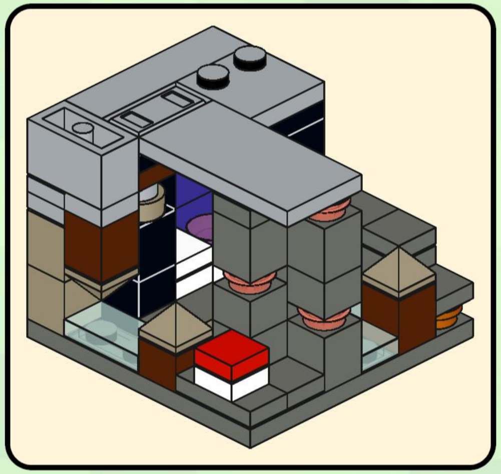

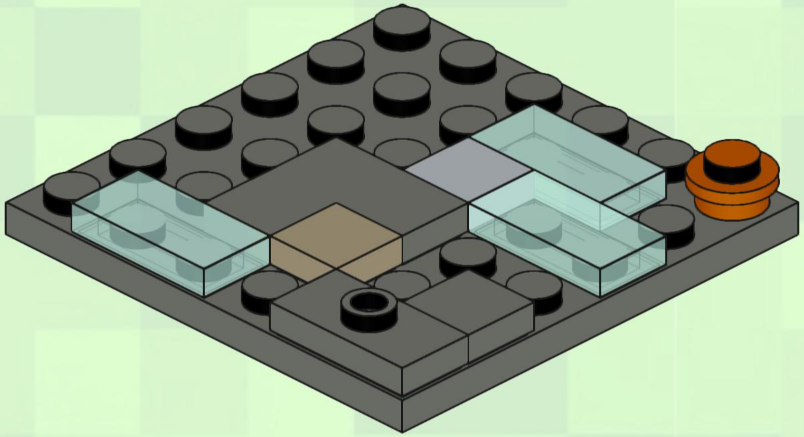

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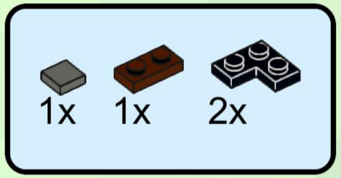

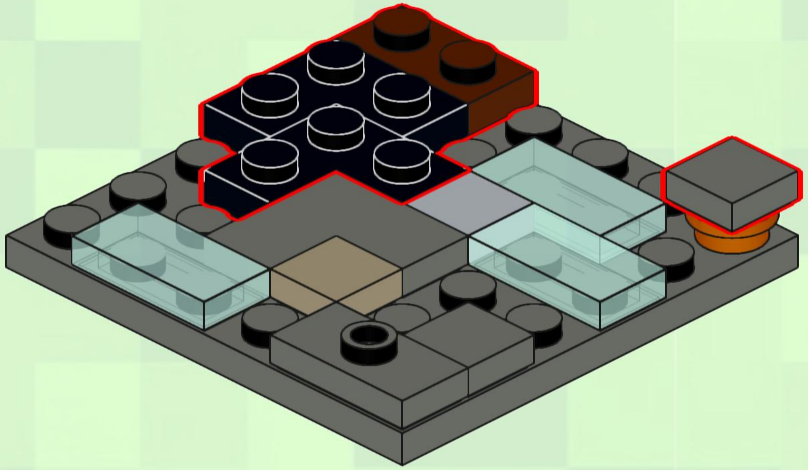

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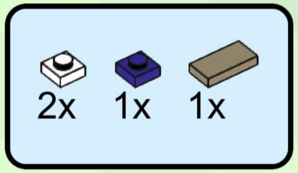

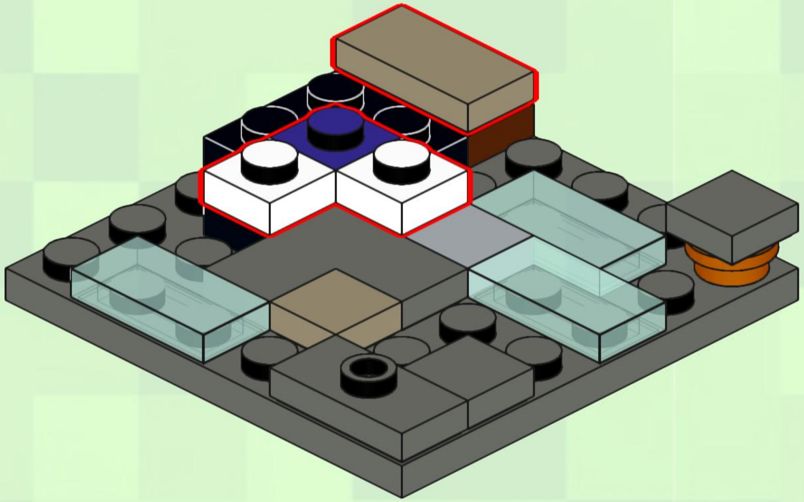

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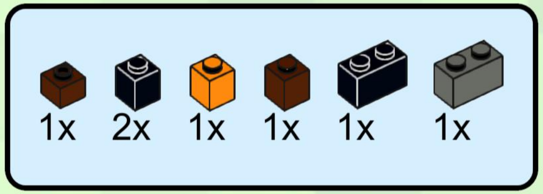

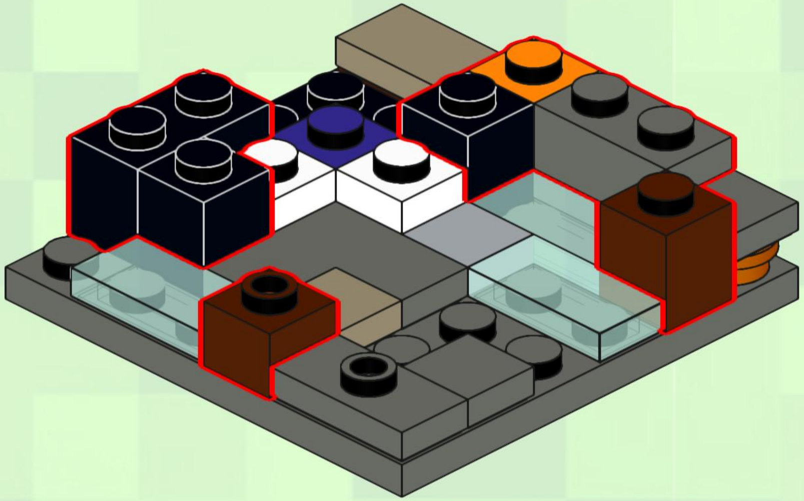

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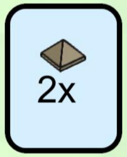

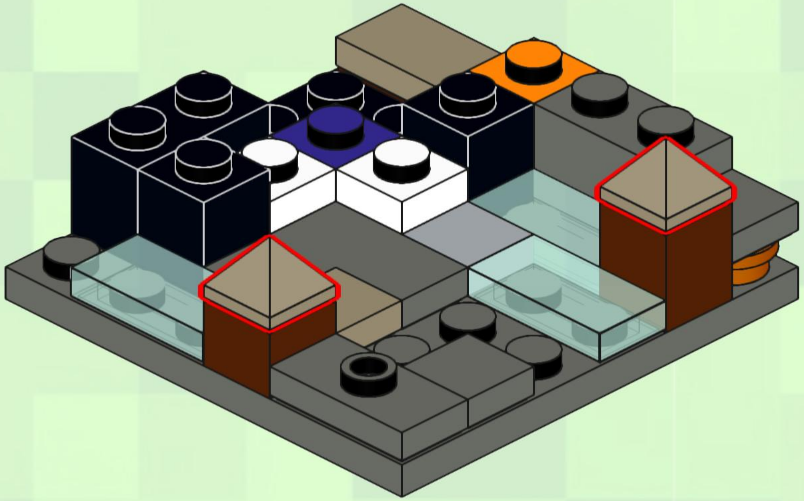

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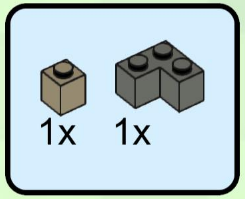

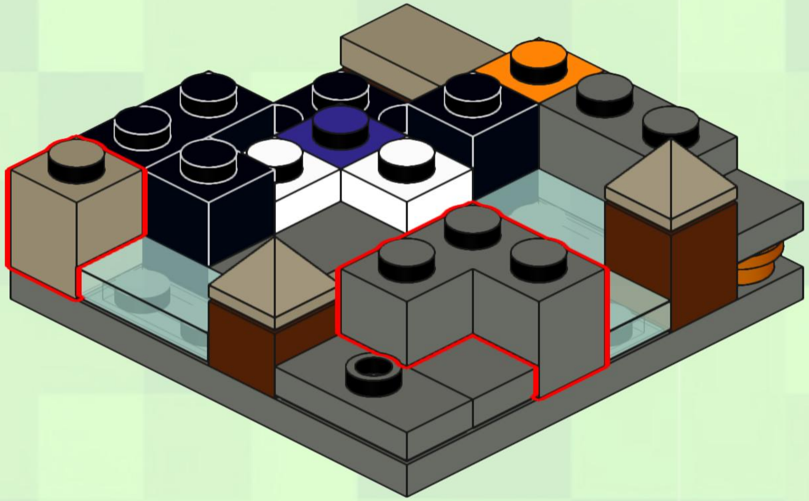

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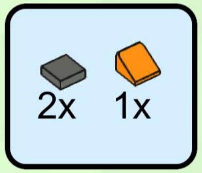

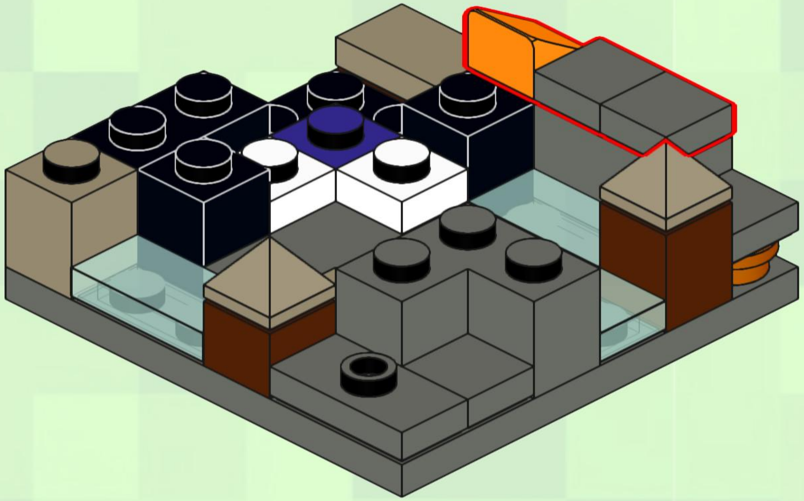

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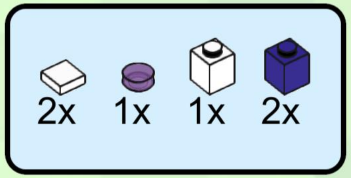

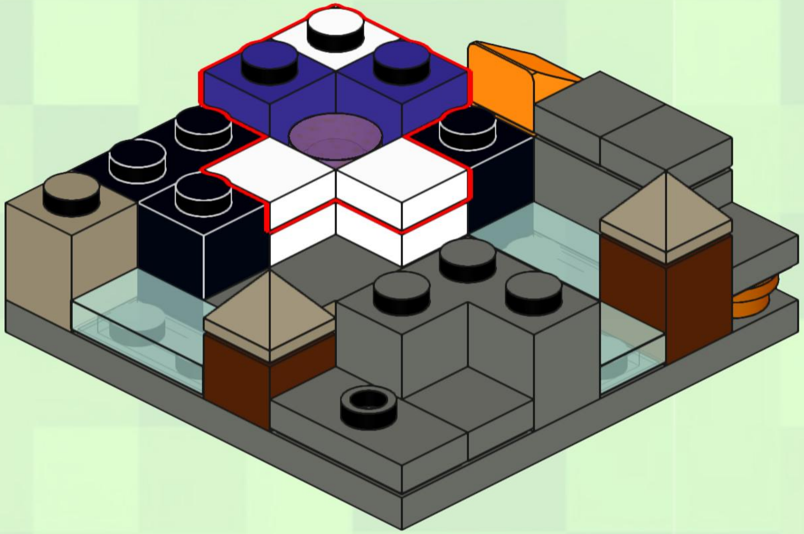

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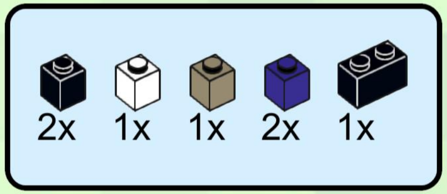

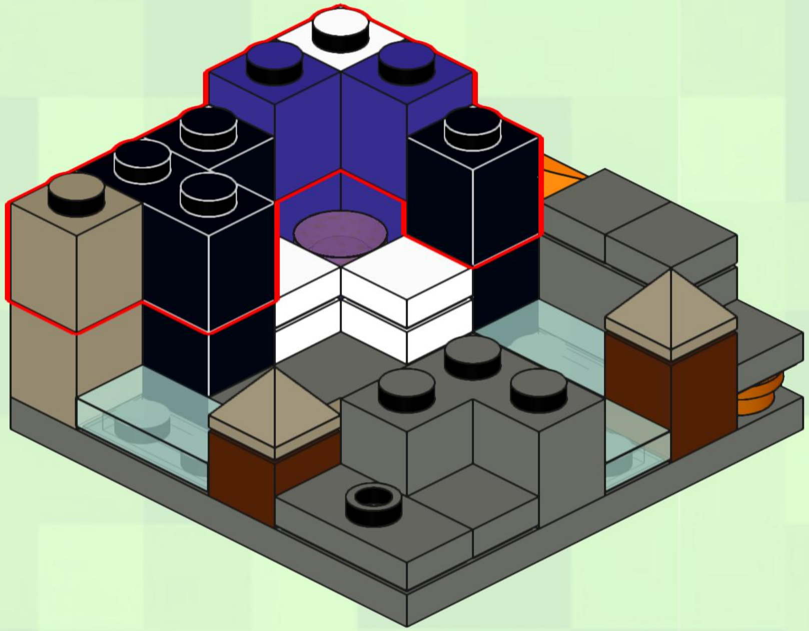

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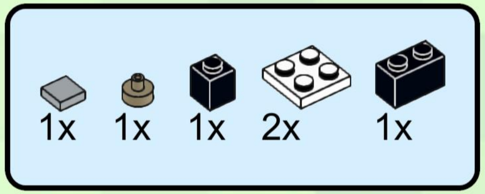

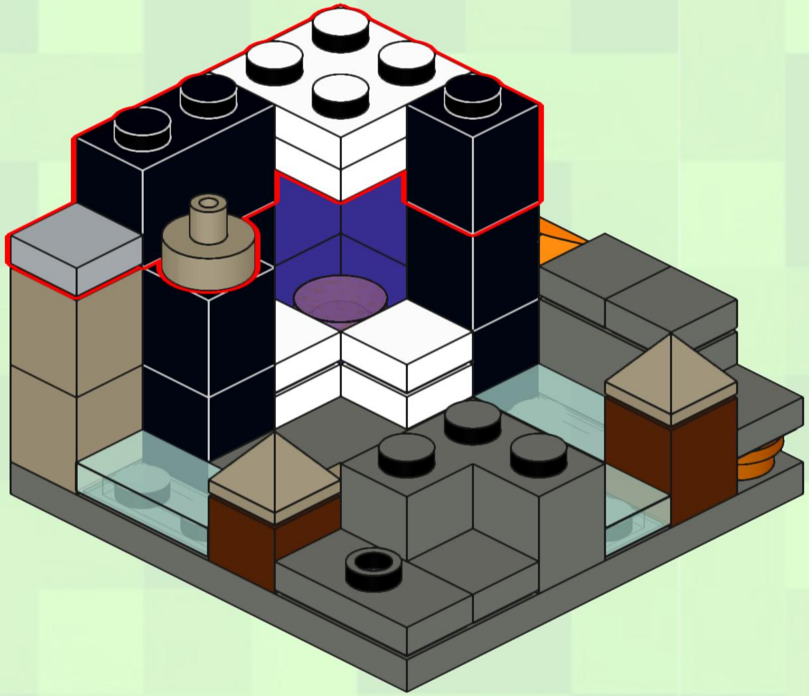

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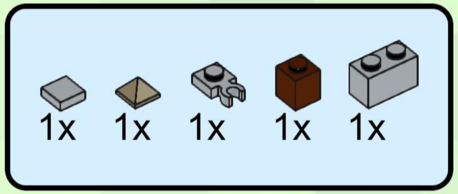

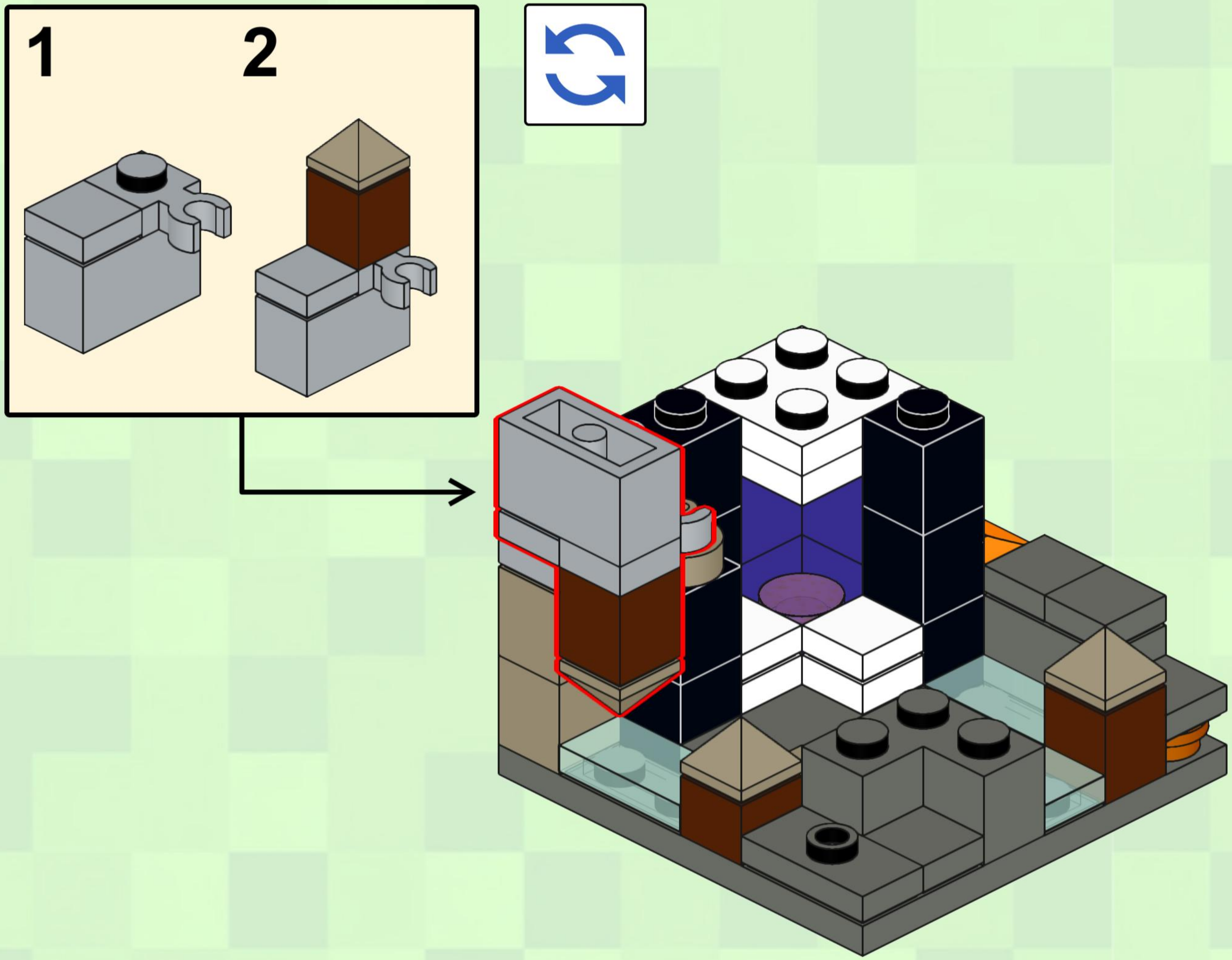

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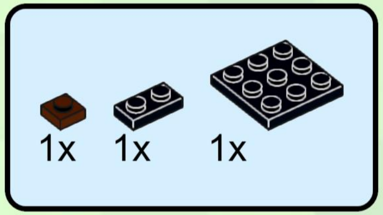

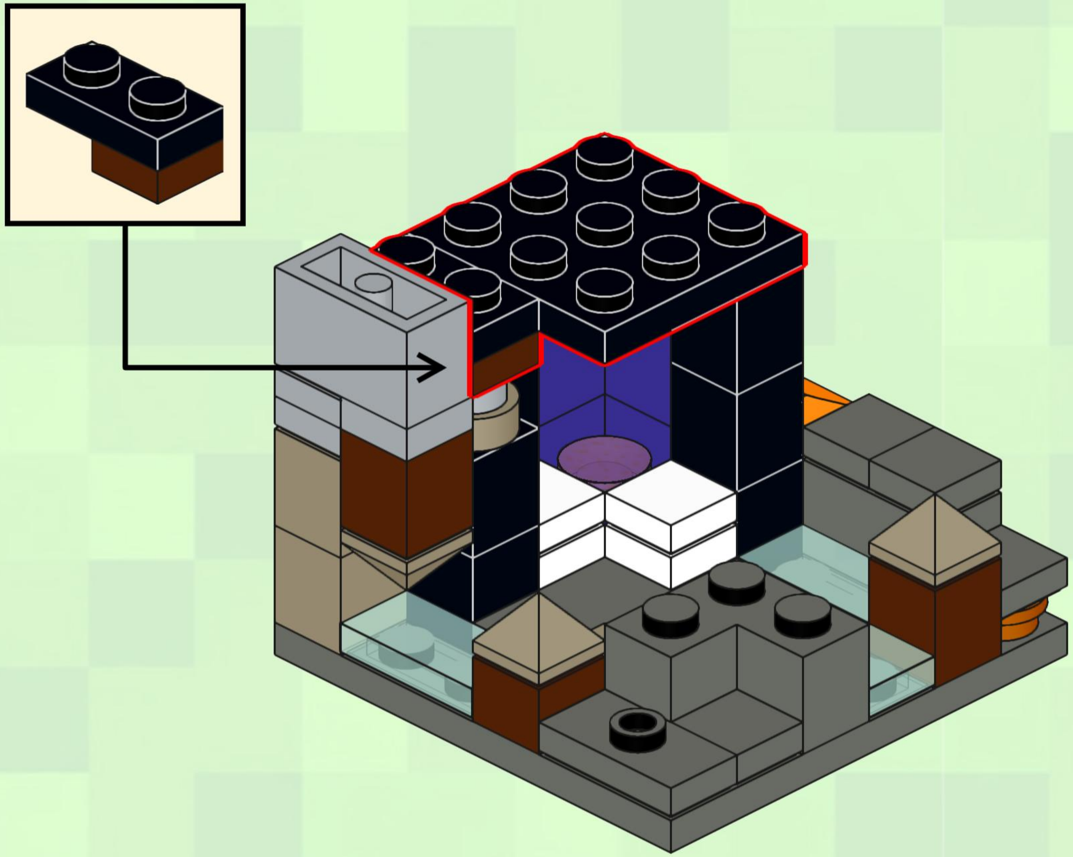

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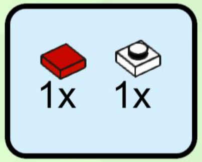
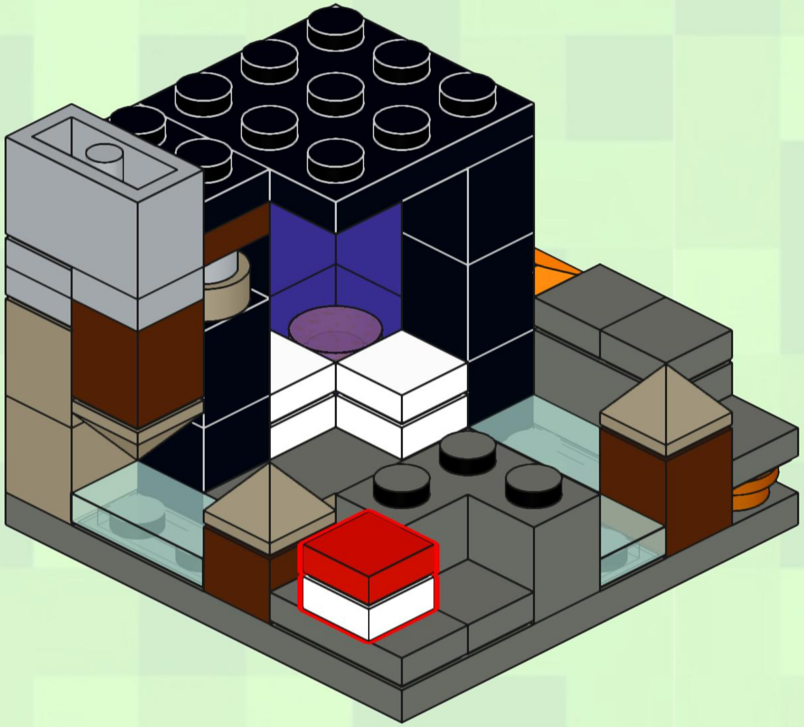
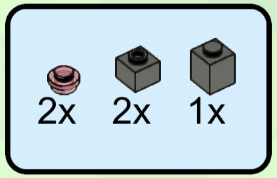
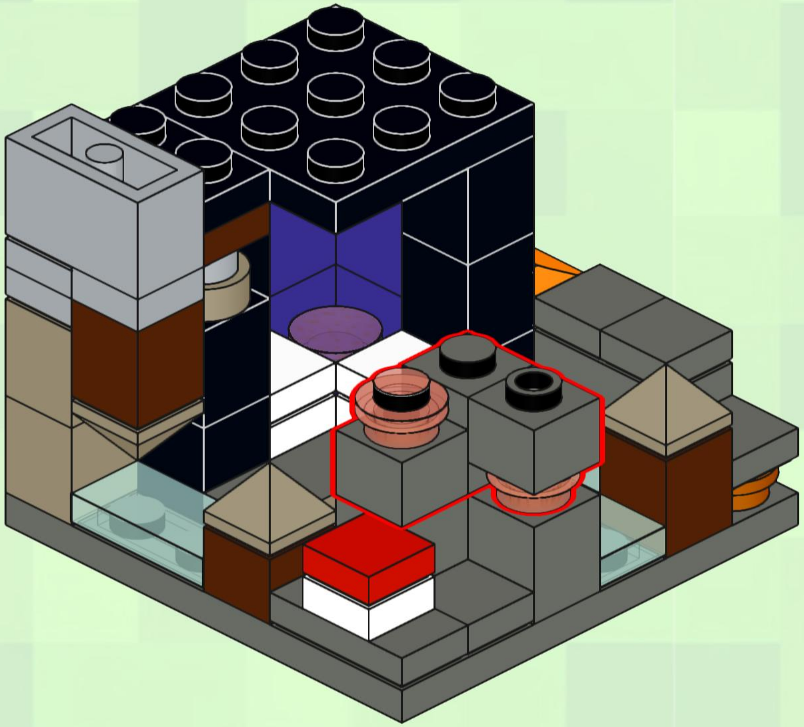




TNT was added in 0.26 SURVIVAL TEST on October 24, 2009. It originally wasn't craftable and could be primed by the player hitting it!

54





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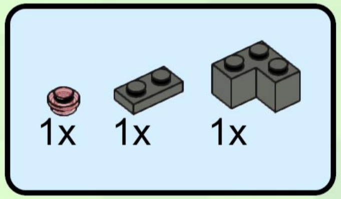

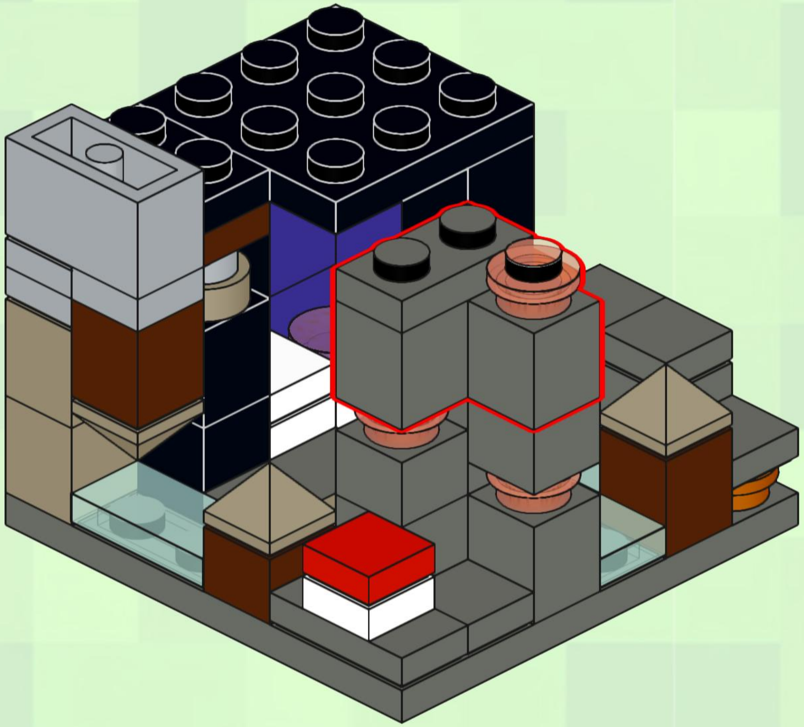

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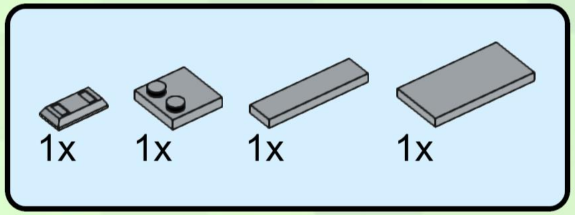

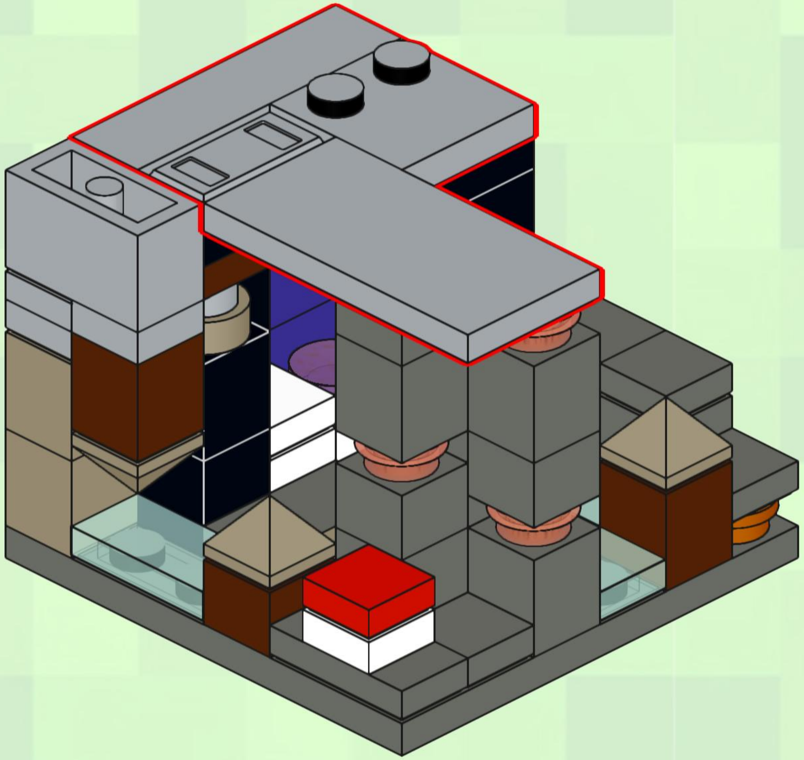

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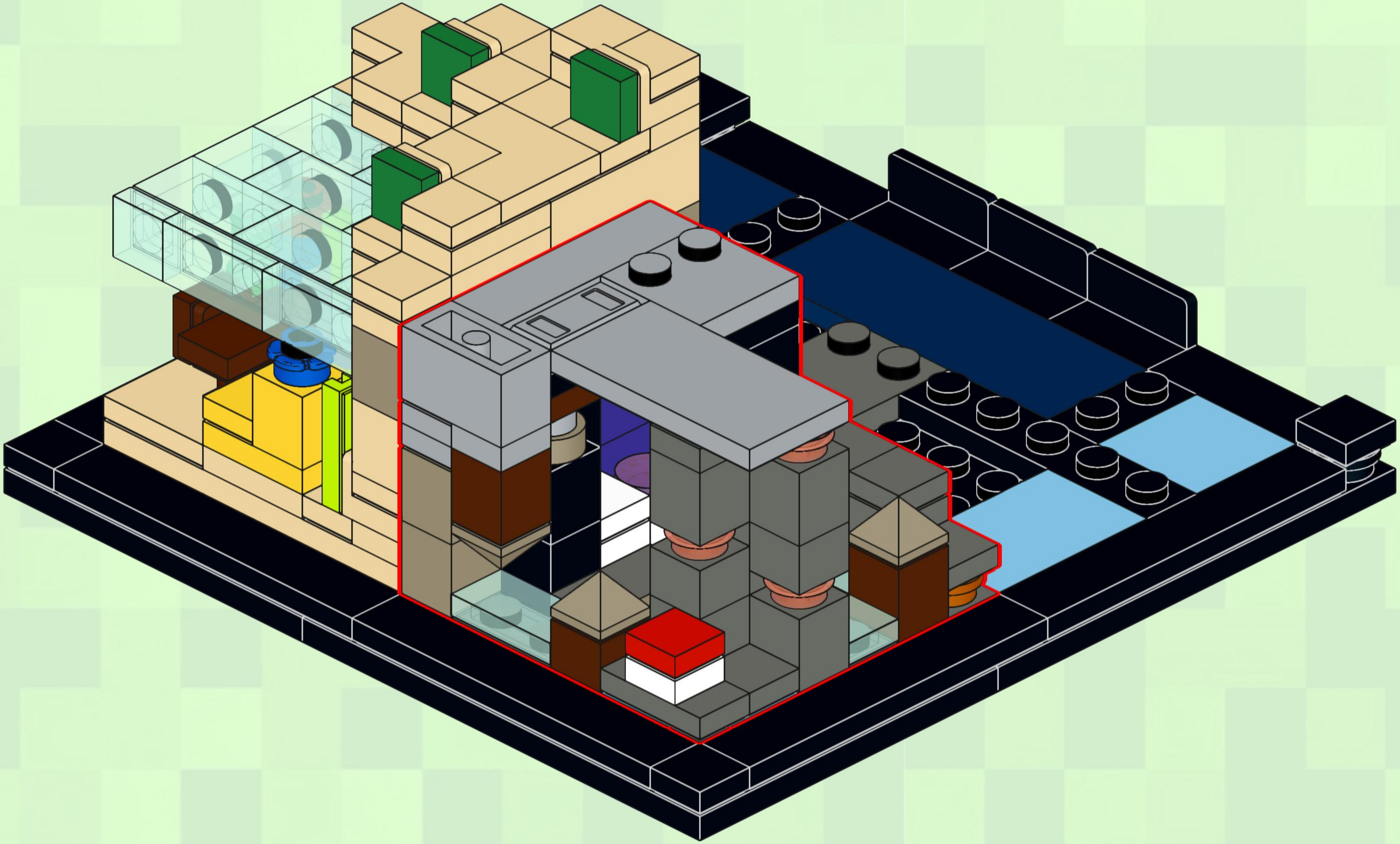

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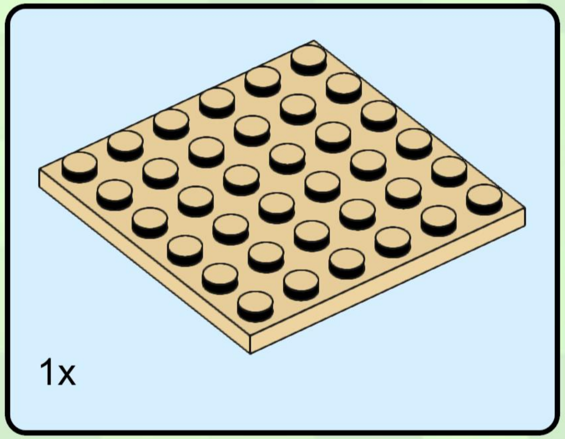

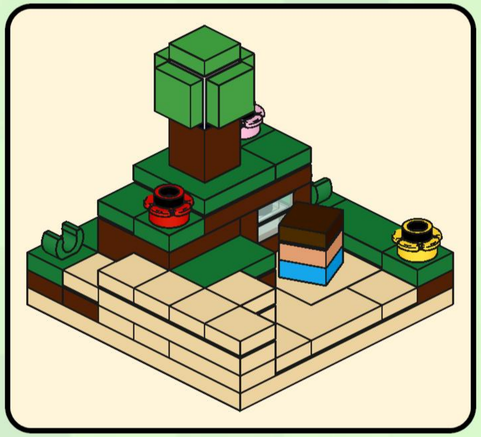

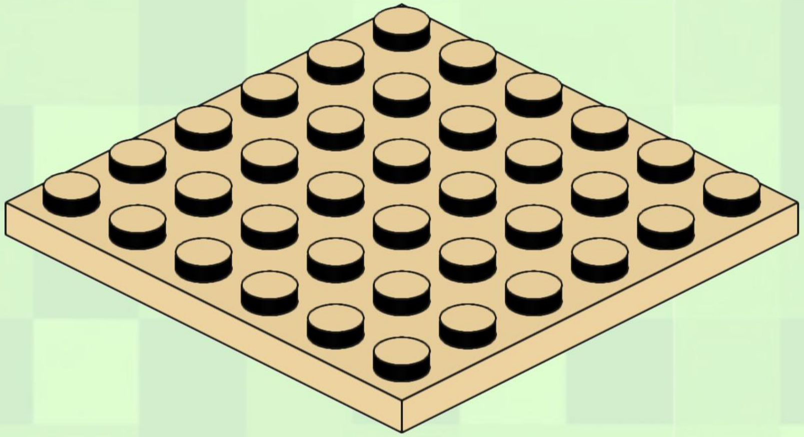

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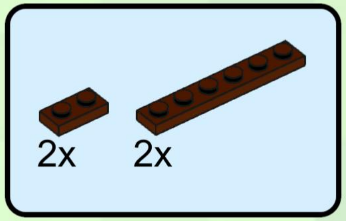

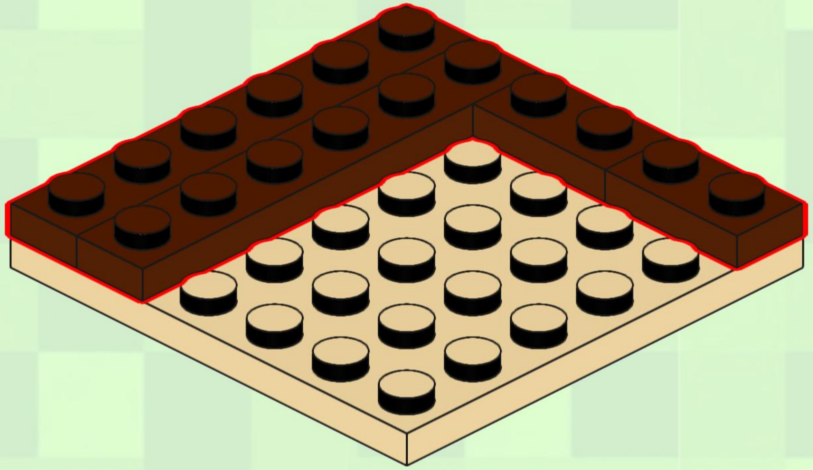

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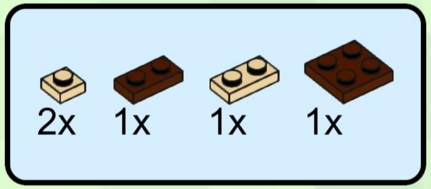

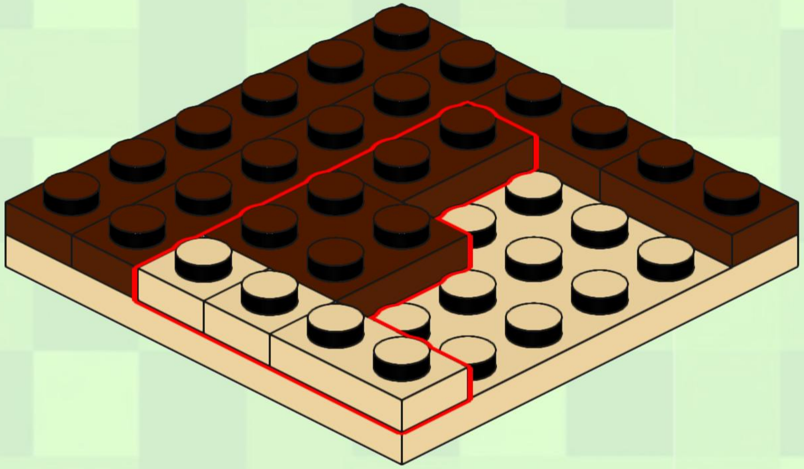

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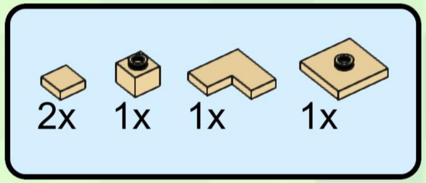

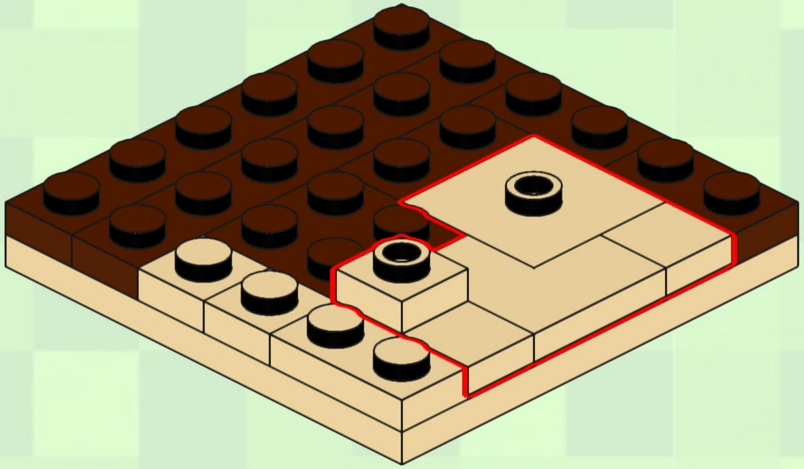

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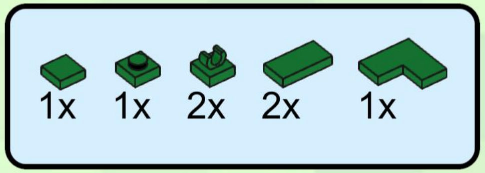

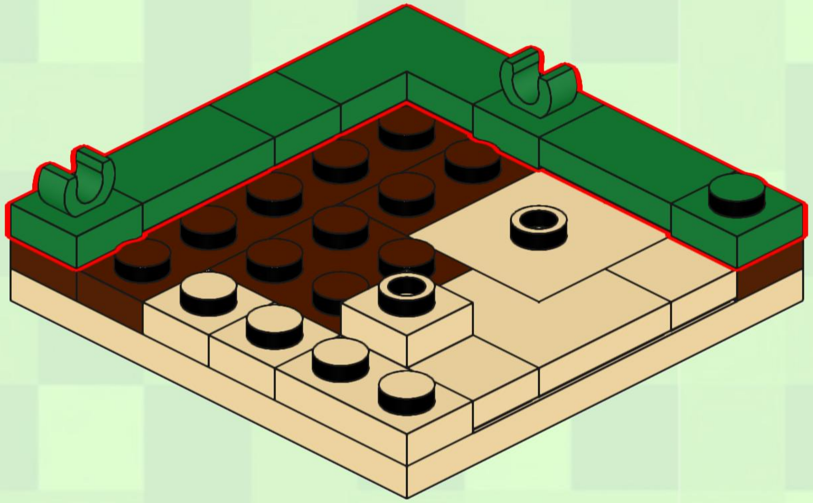

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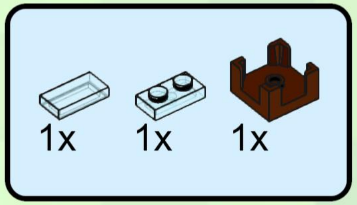

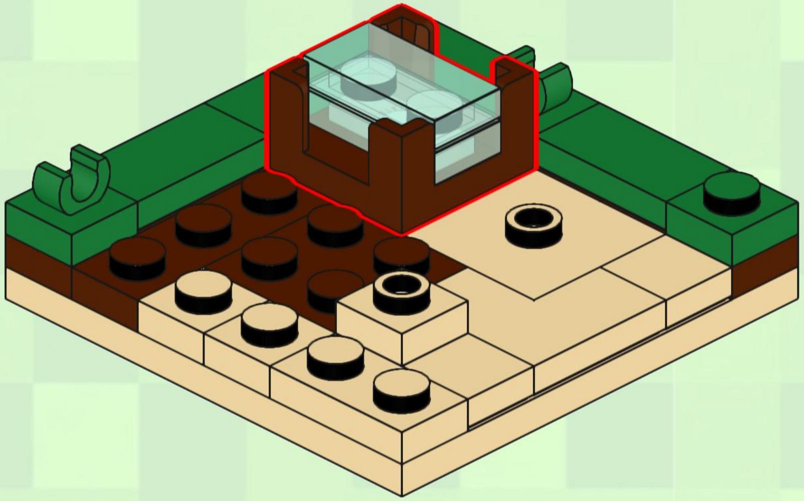

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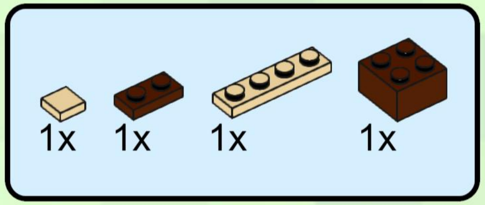

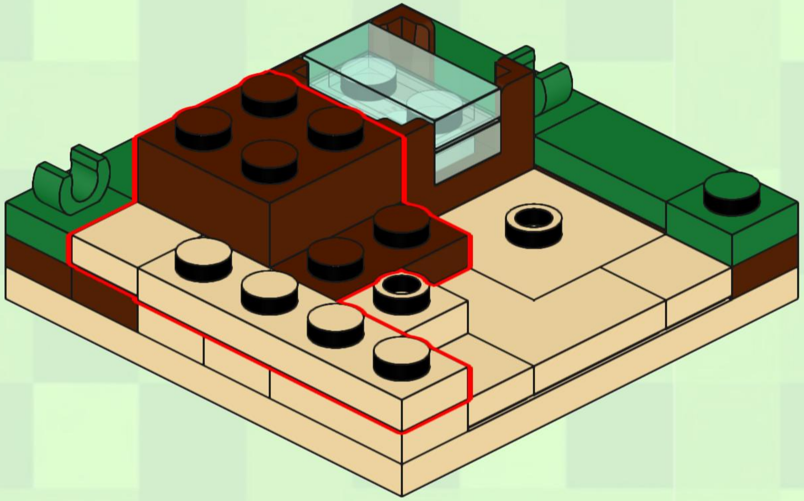

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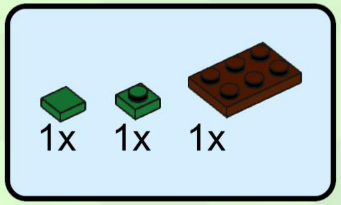

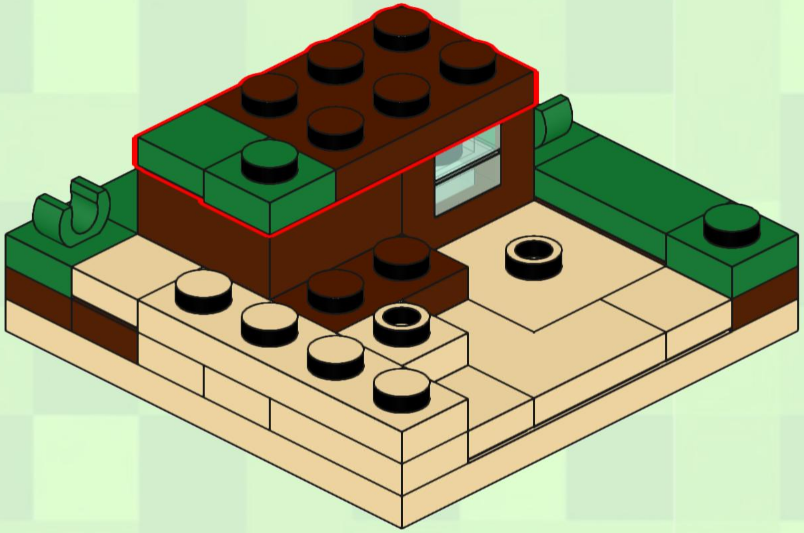

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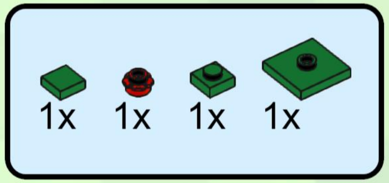

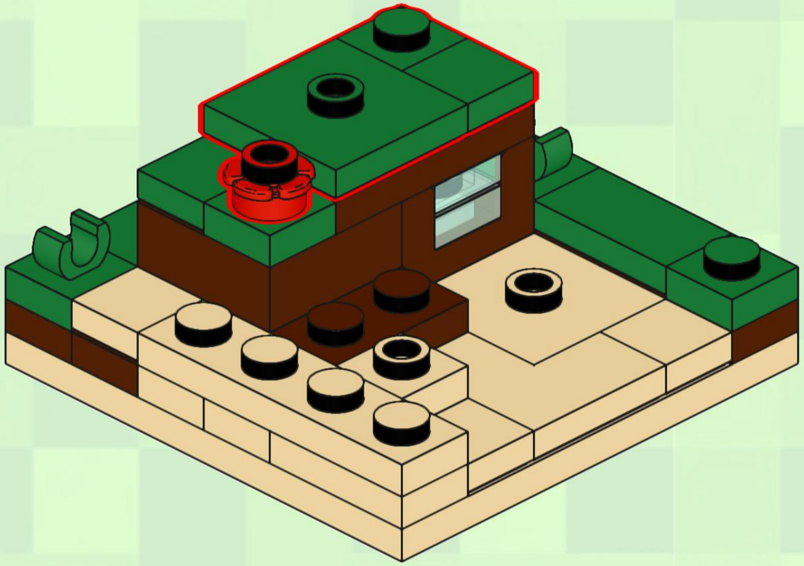

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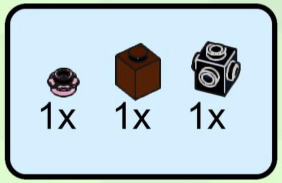

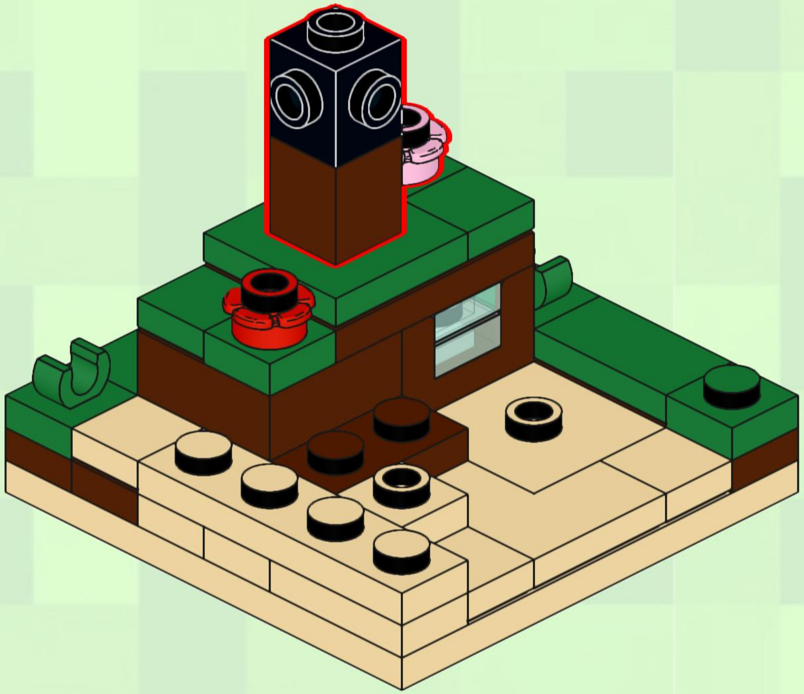

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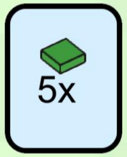

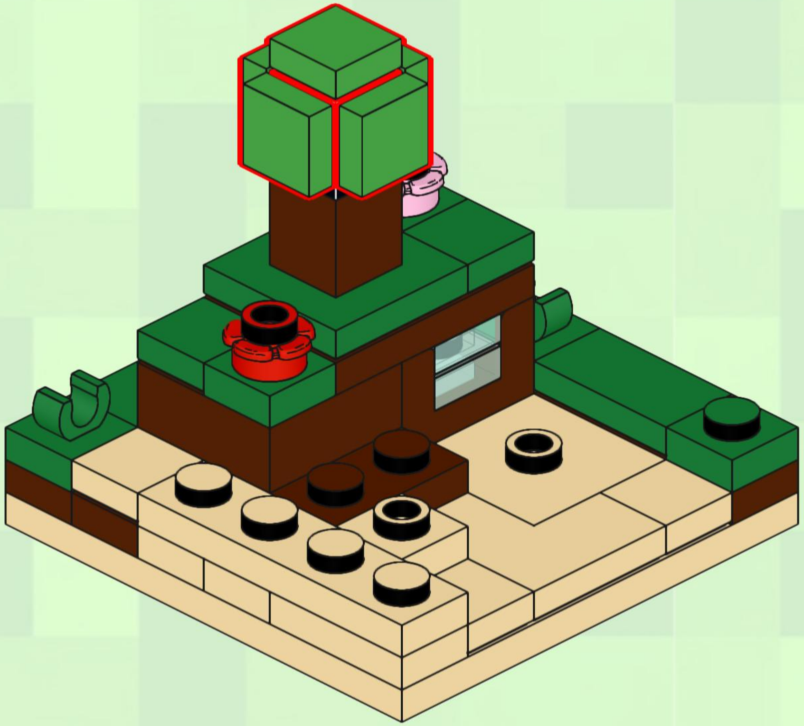

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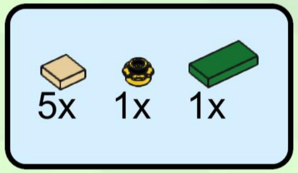

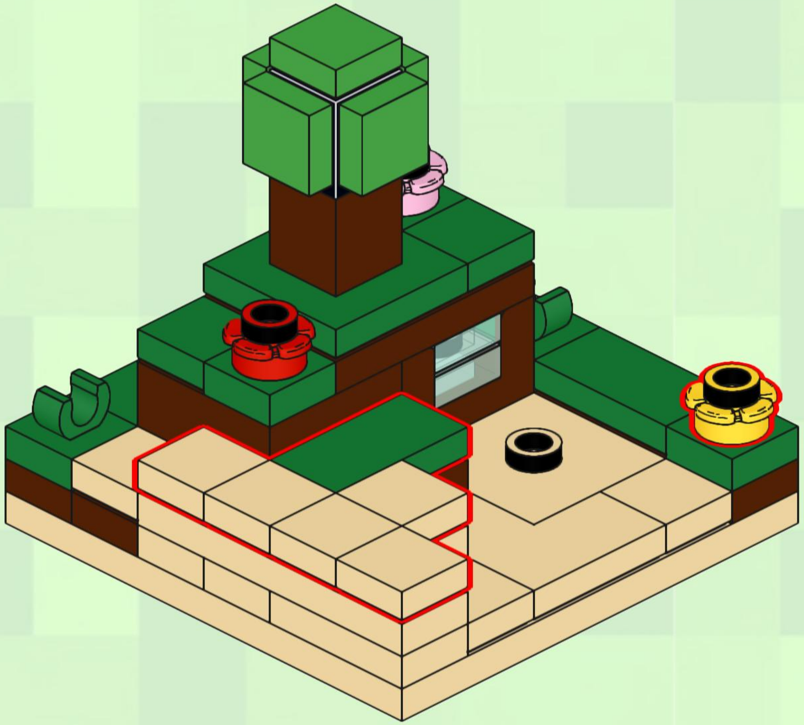

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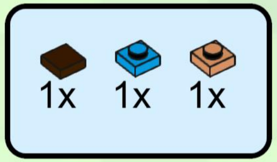

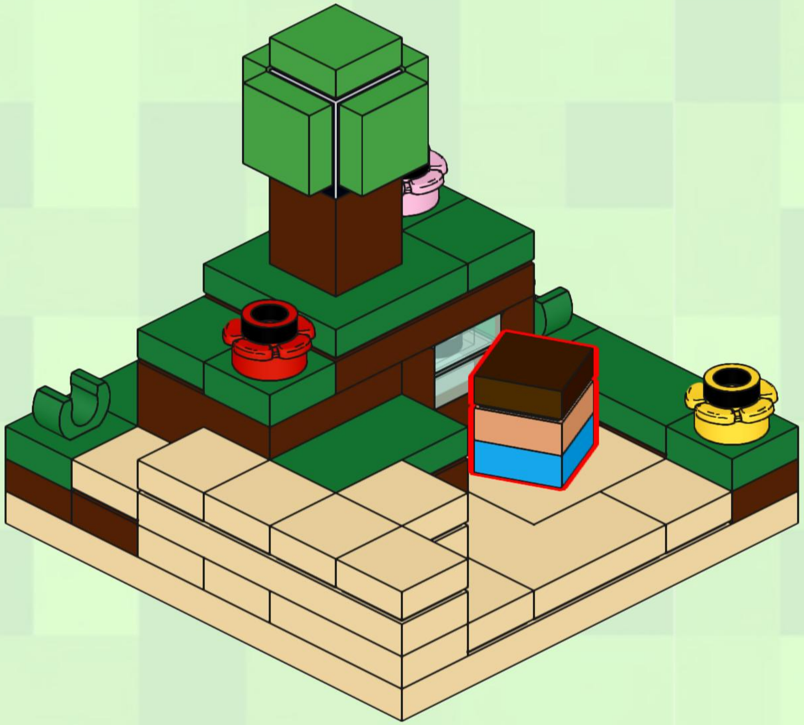

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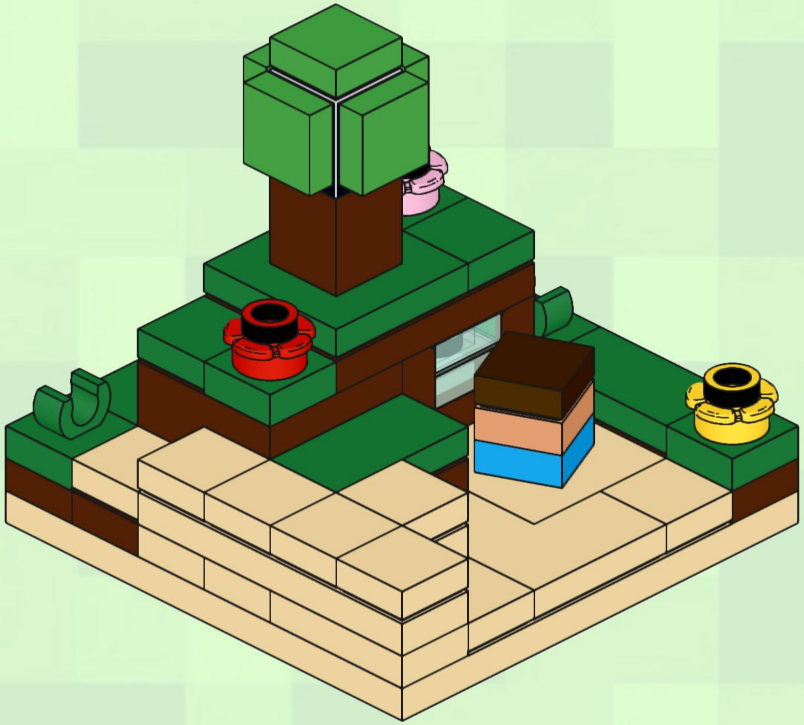
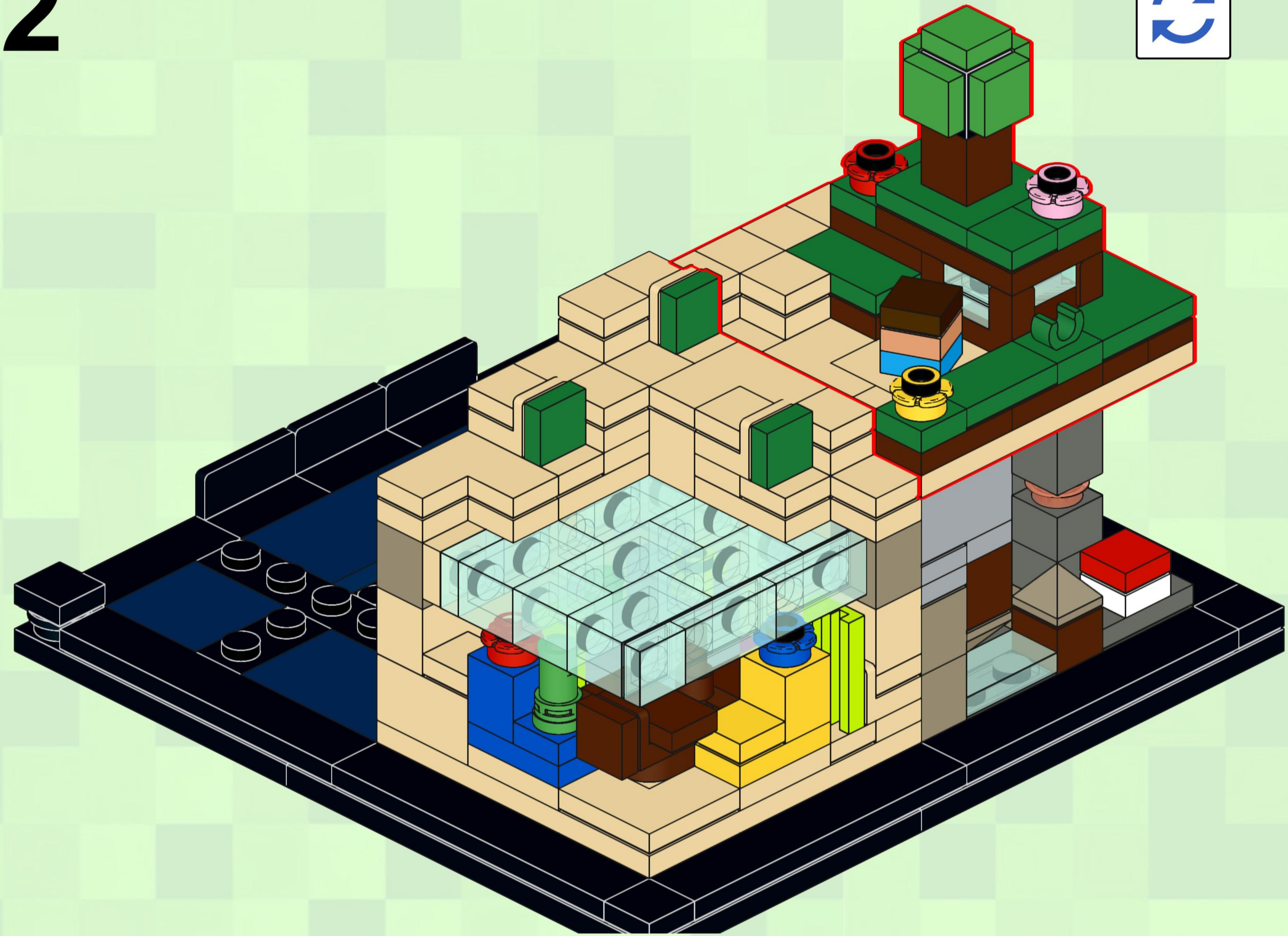


Steve was added to Minecraft version 0.0.15a on May 31, 2009, as a default player skin, but his texture (which was imported on May 13, 2009) originated from an unreleased game called Zombie Town by Markus "Notch" Persson. Steve's name came up as a joke since Notch found it very generic, but the community later adopted it and it became official in Bedrock Edition.

72



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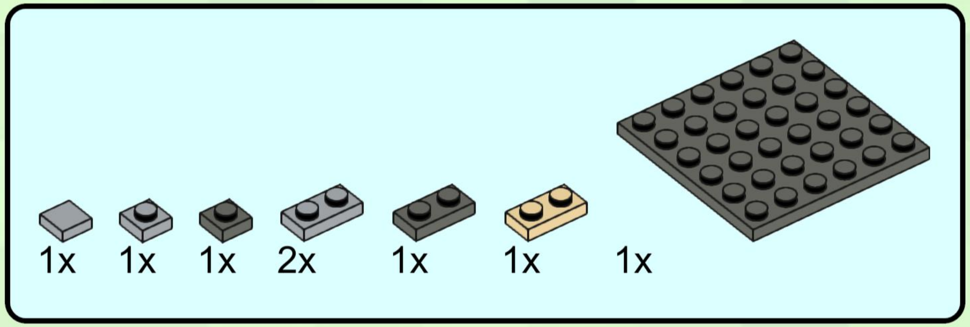

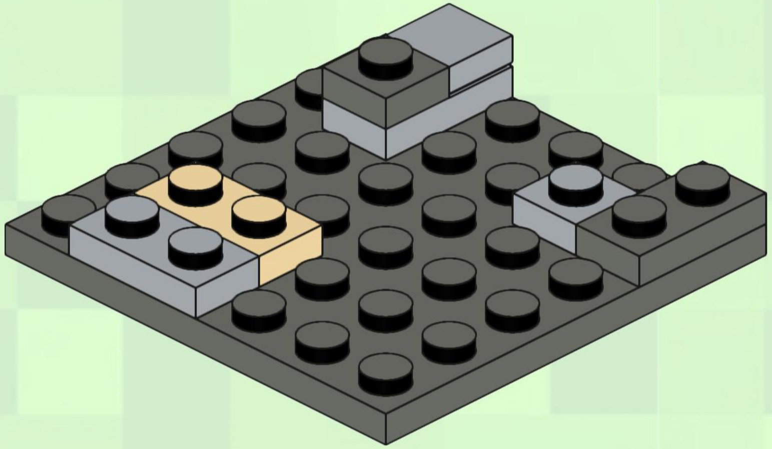

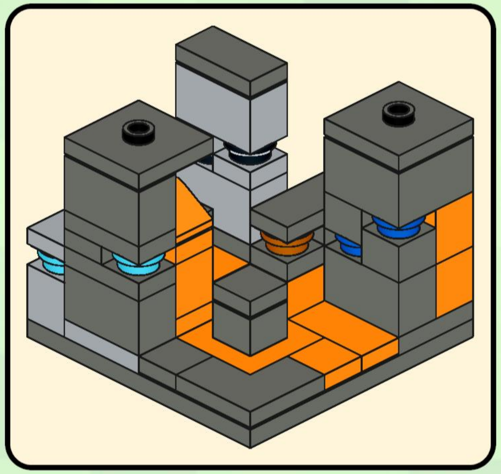

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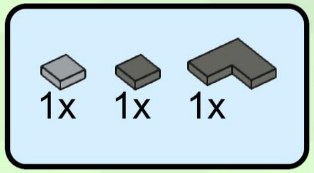

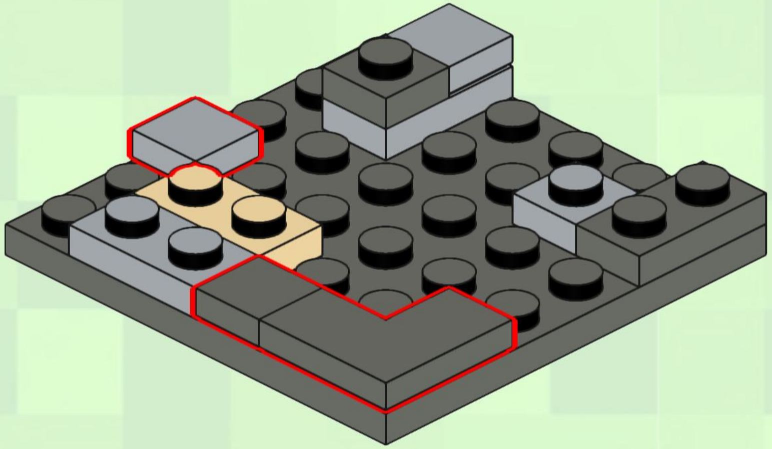

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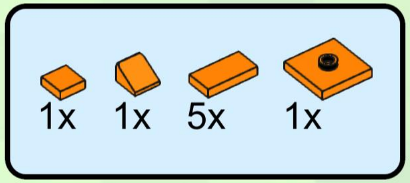

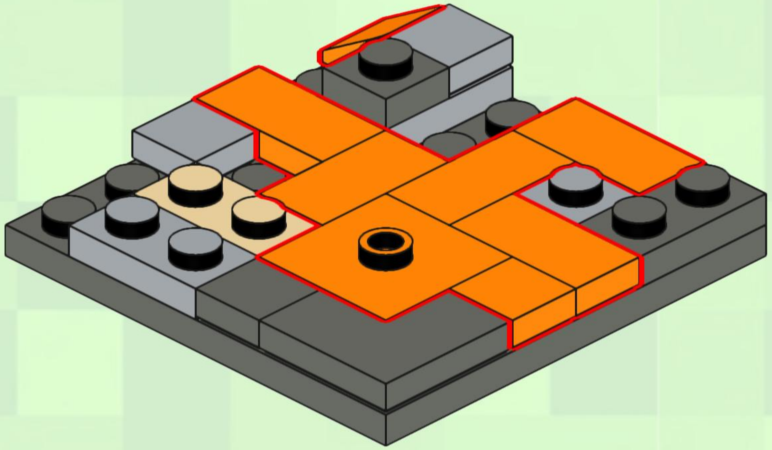

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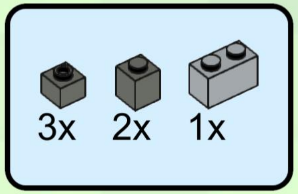

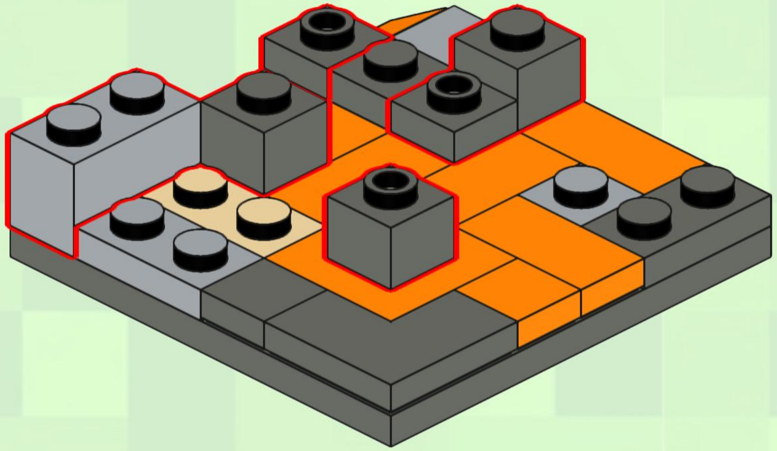

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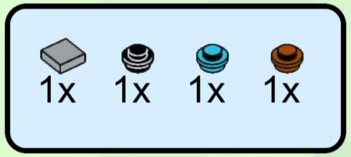

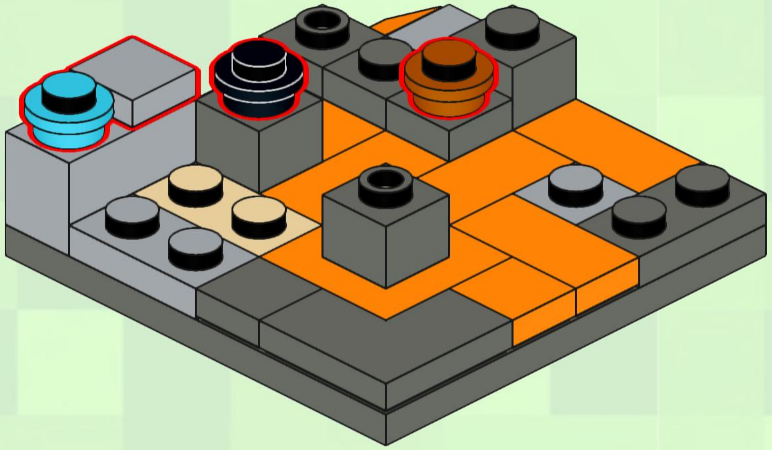

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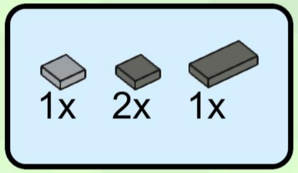

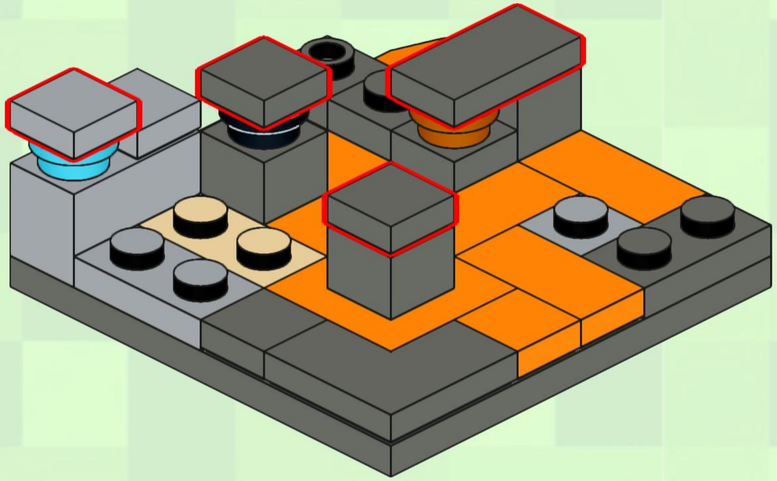

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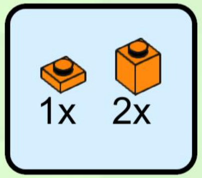

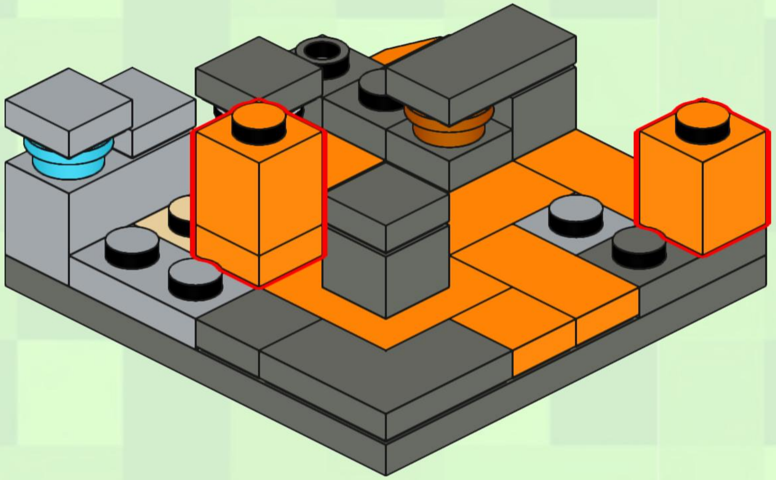

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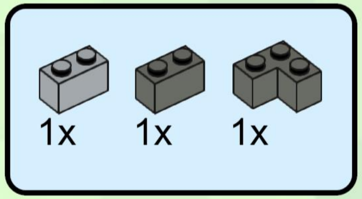

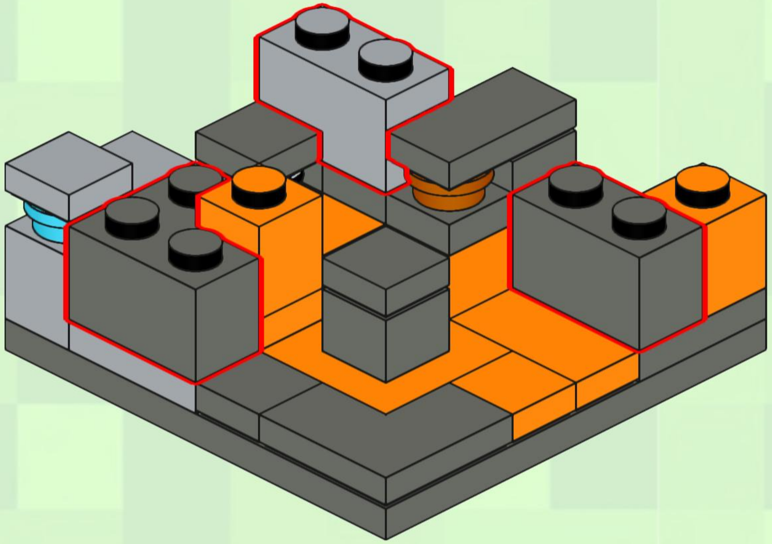

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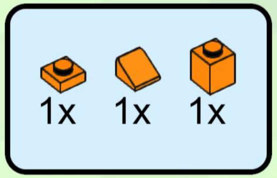

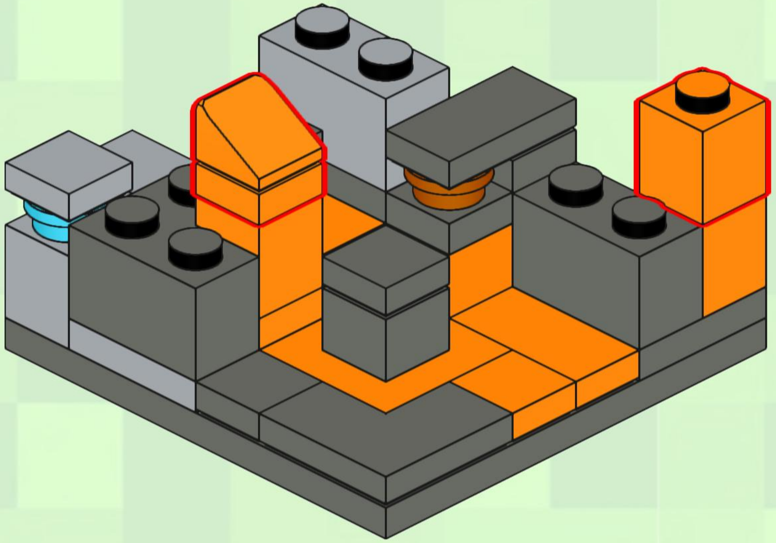

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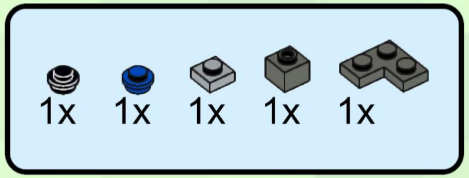

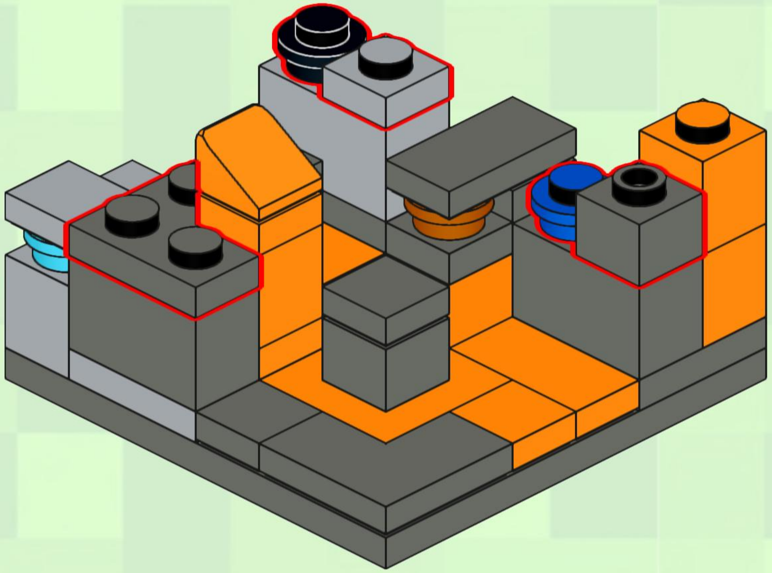

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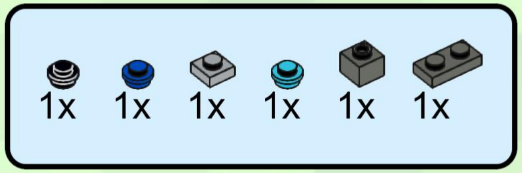

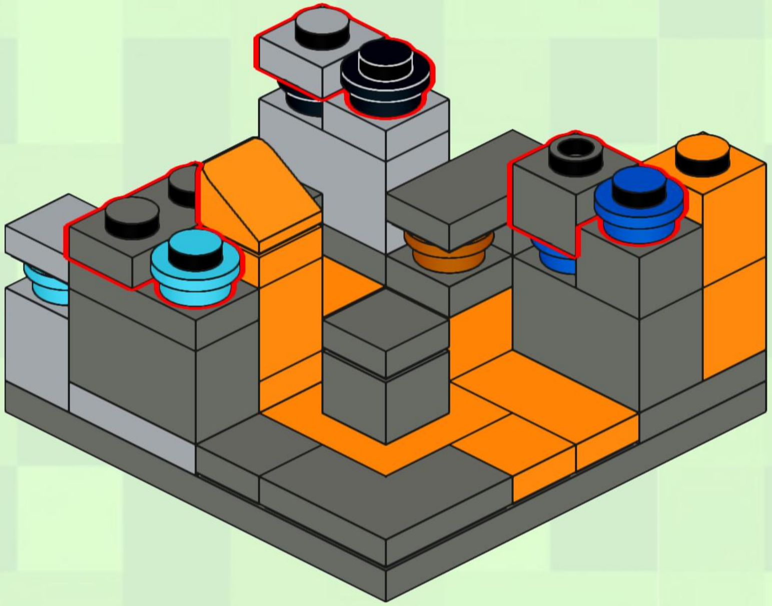

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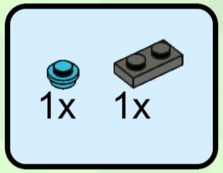

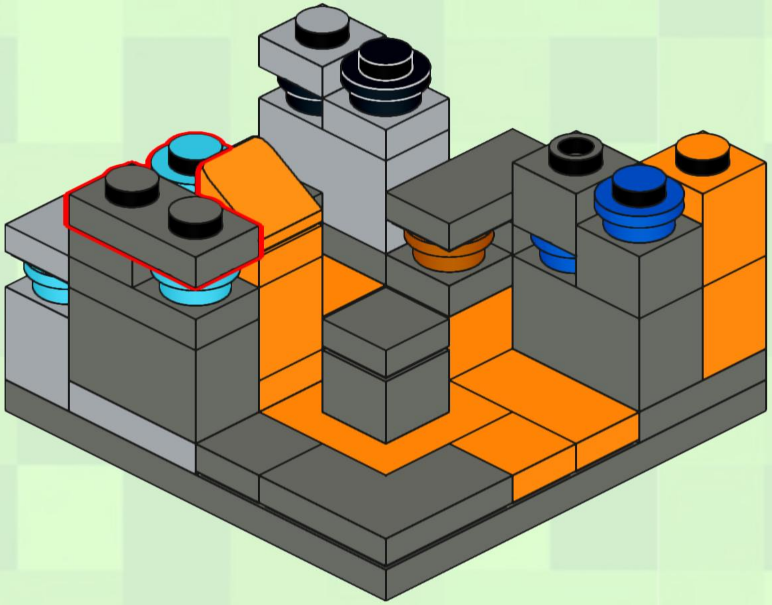

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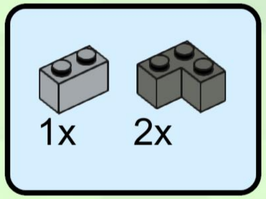

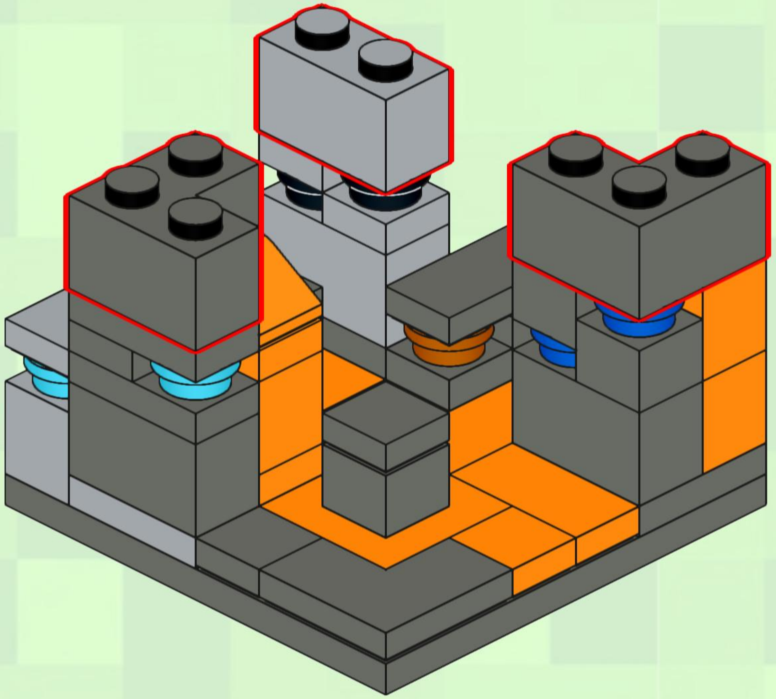

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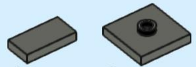

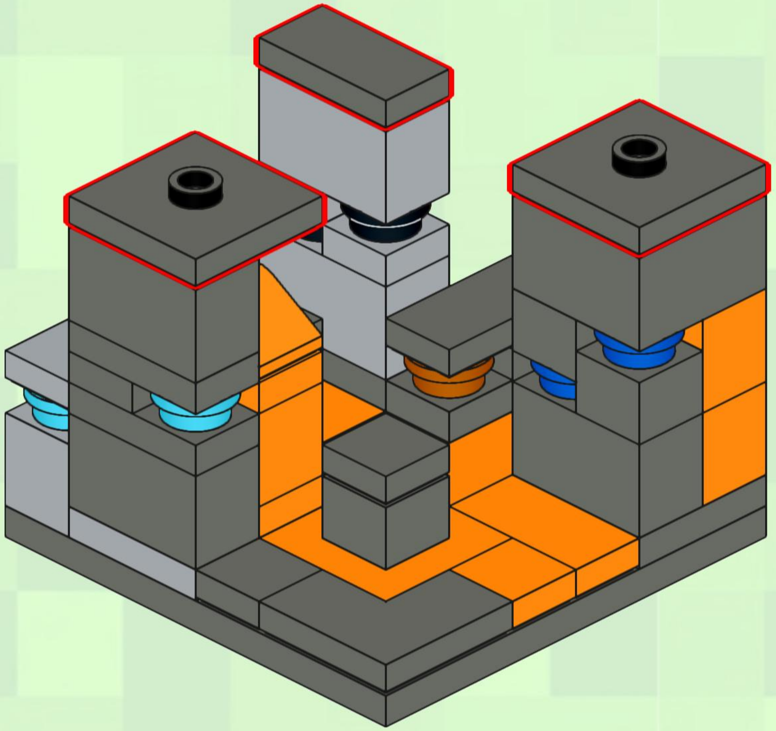

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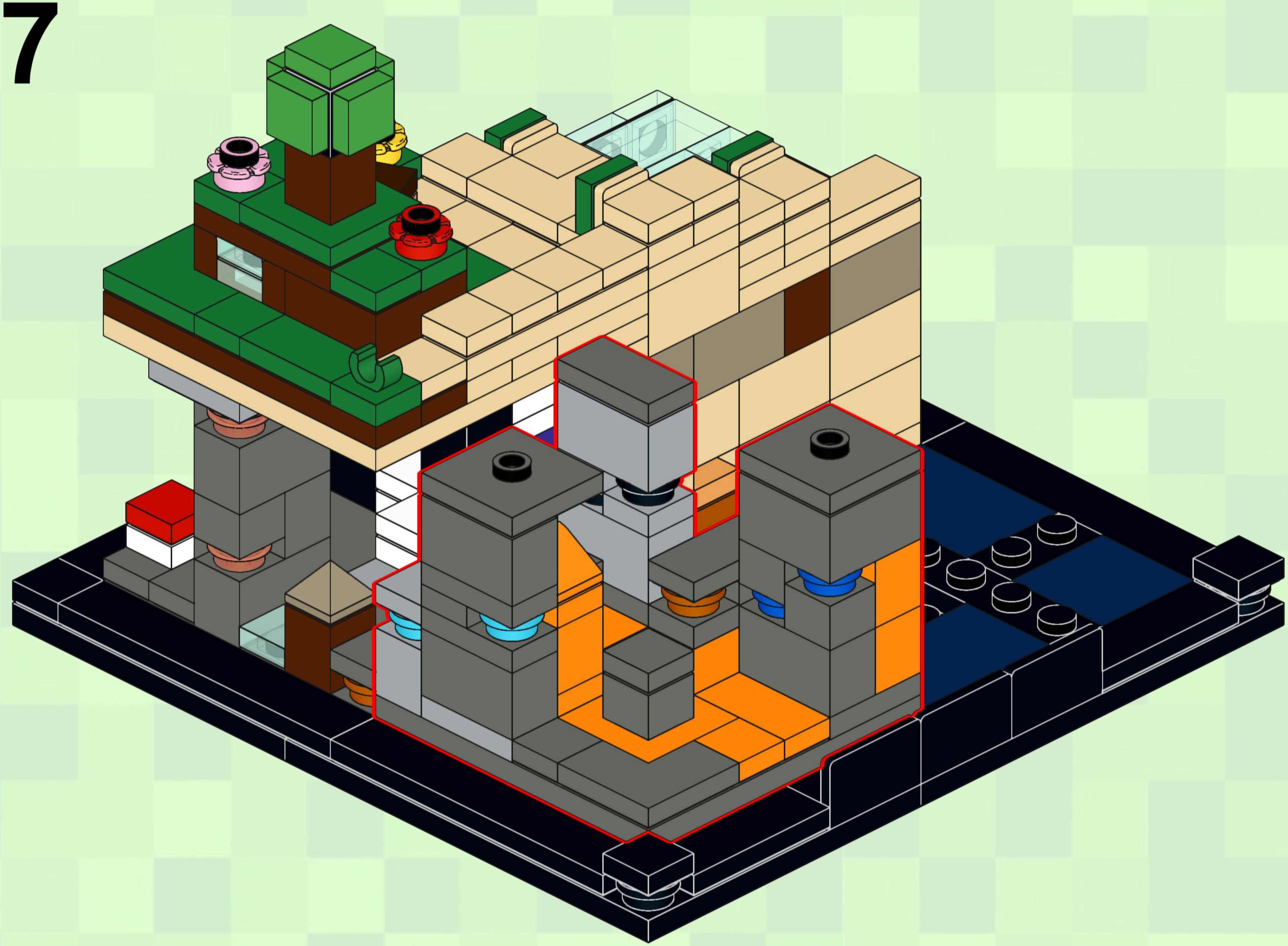

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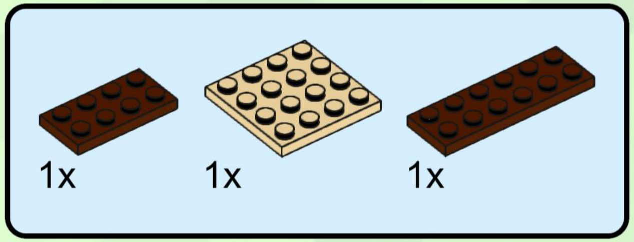

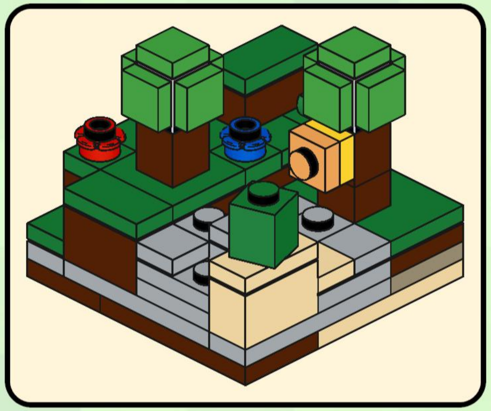

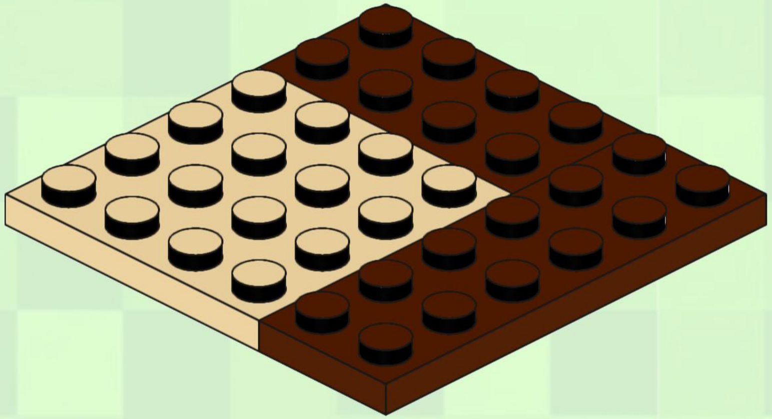

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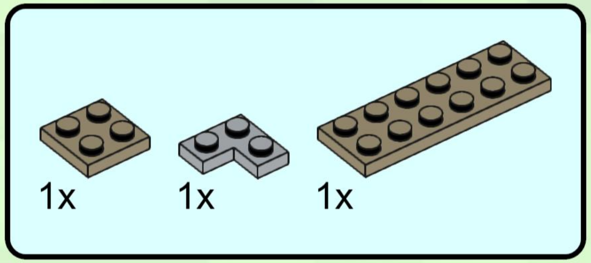

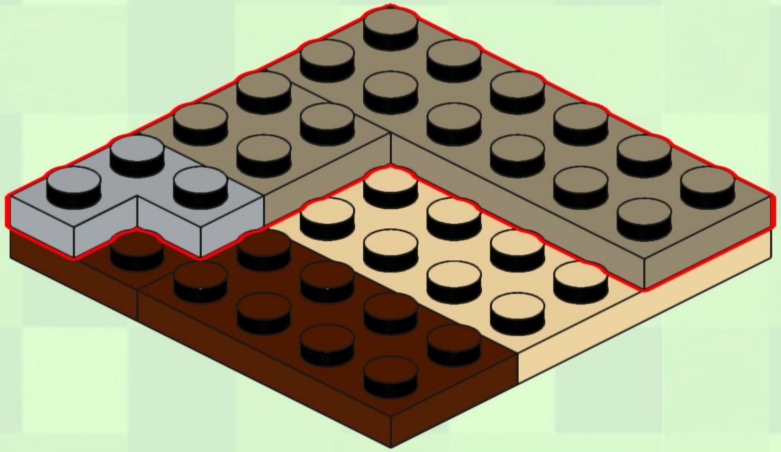

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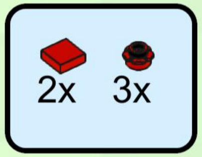

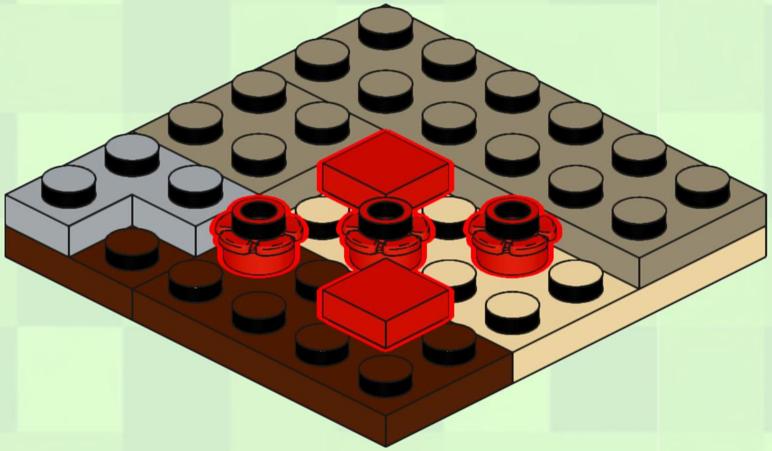

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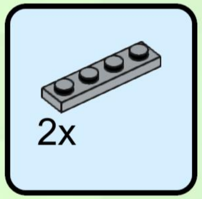

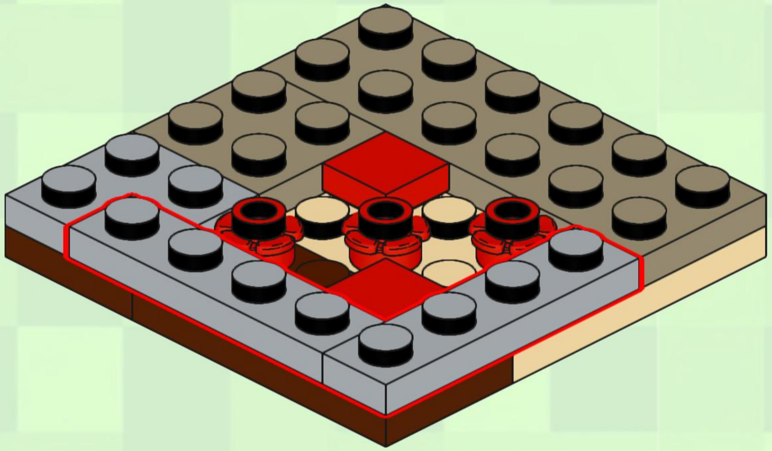

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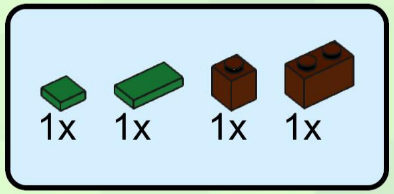

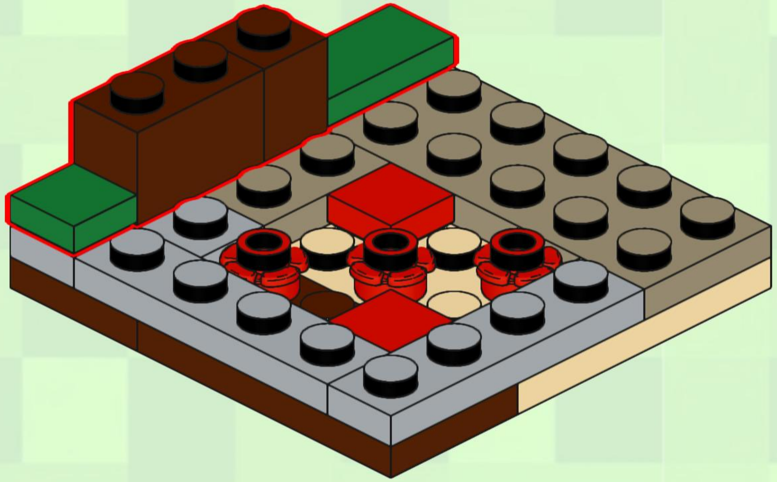

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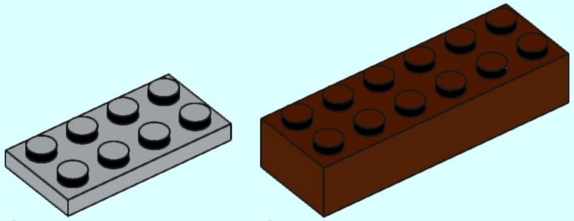

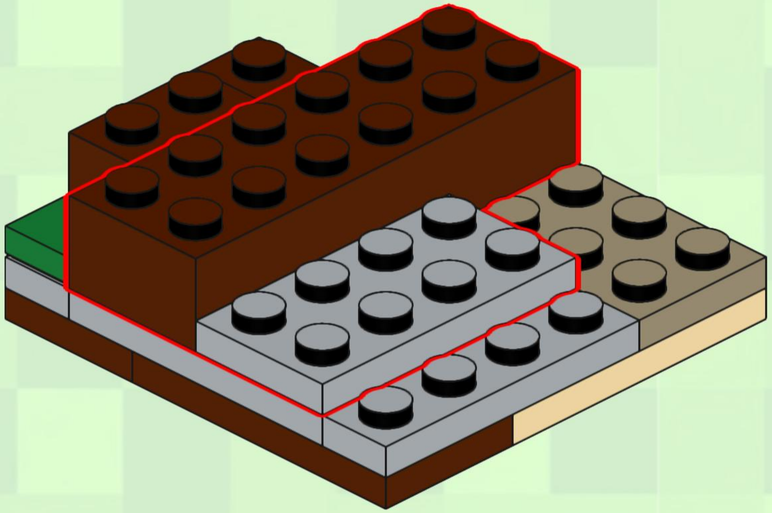

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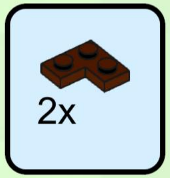

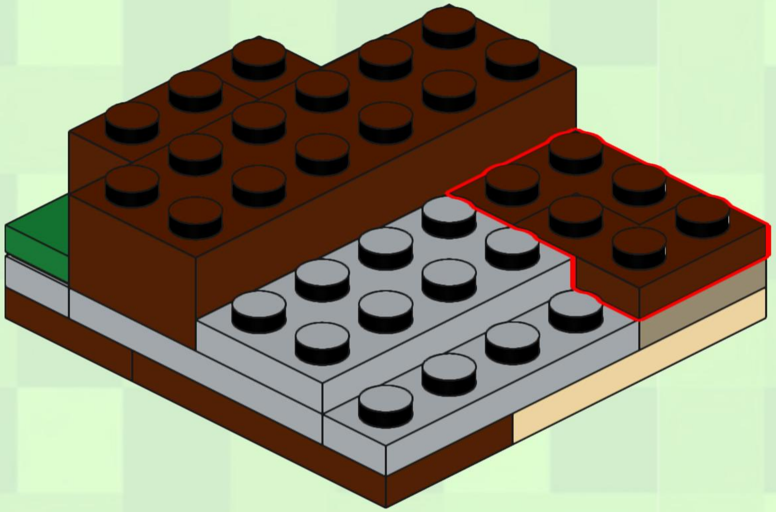

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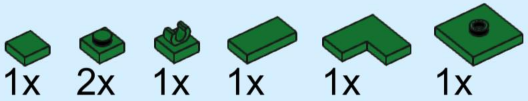

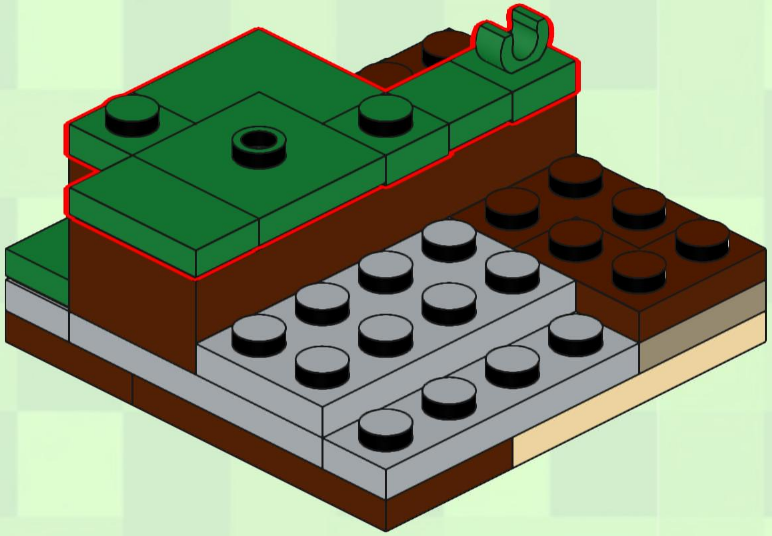

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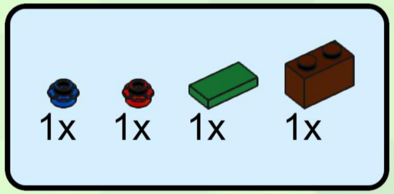

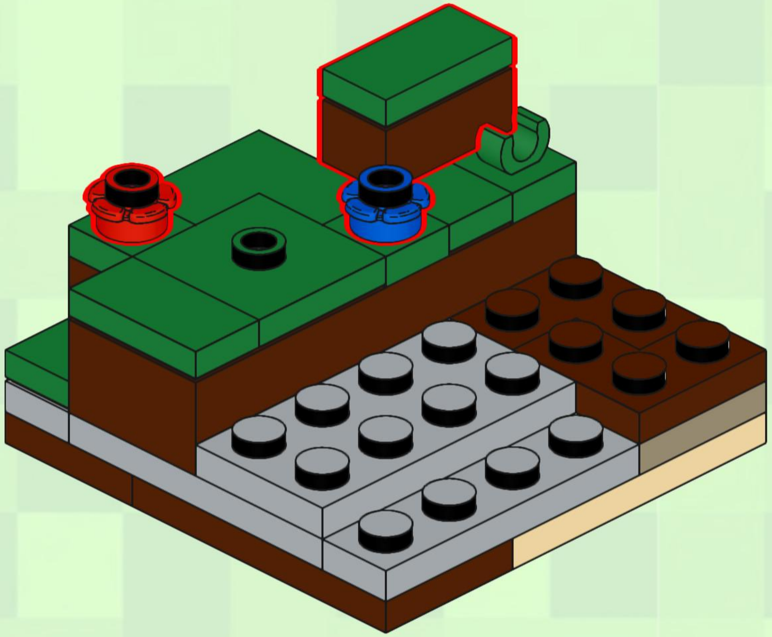

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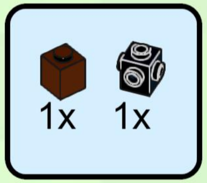

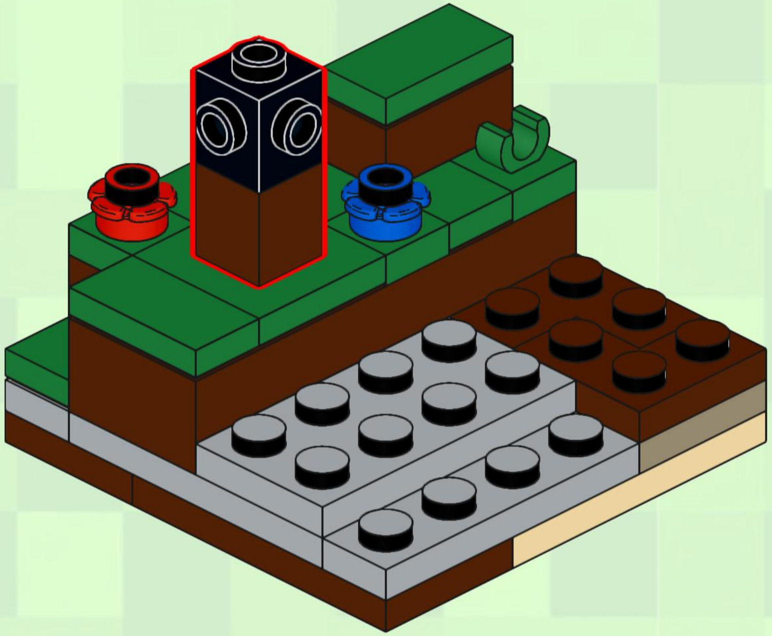

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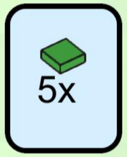

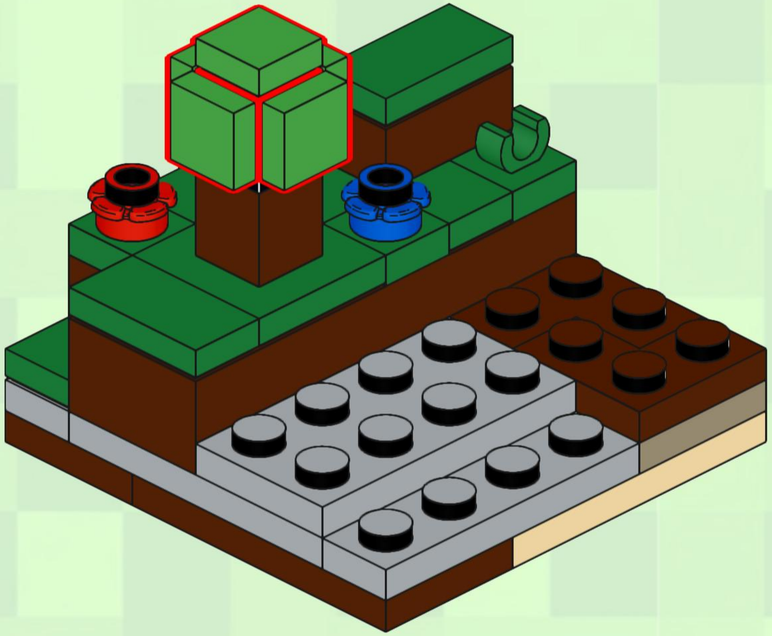

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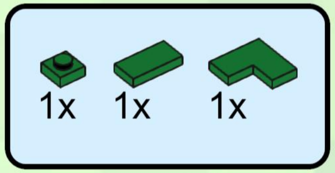

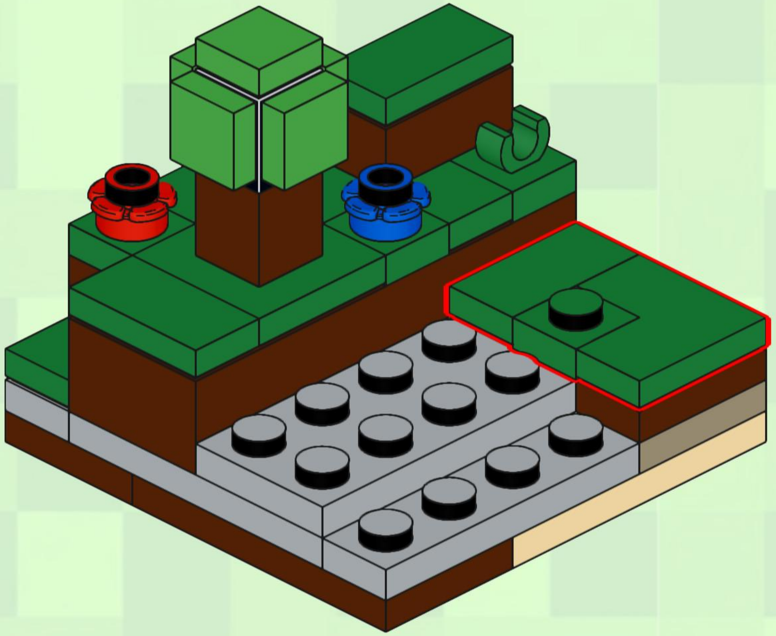

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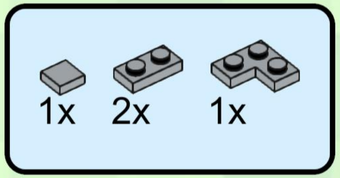

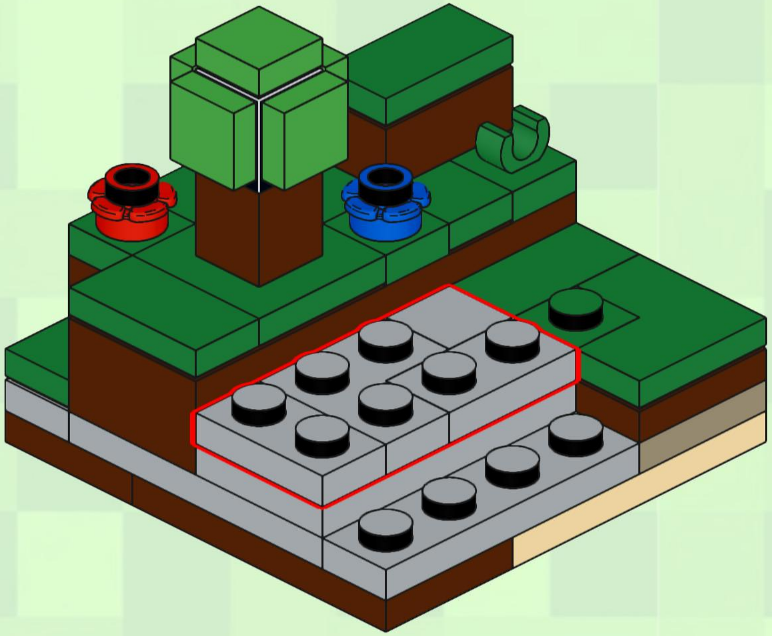

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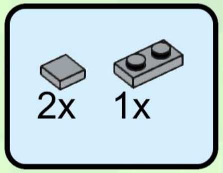

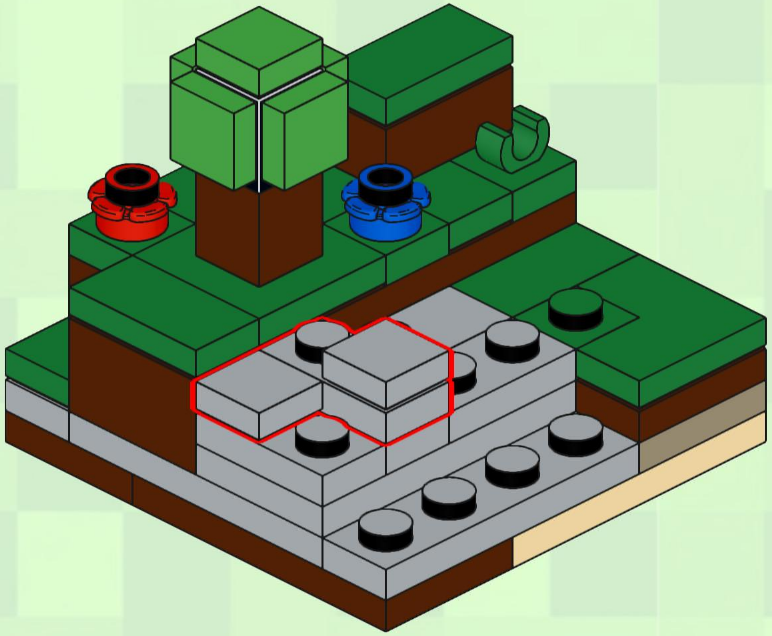

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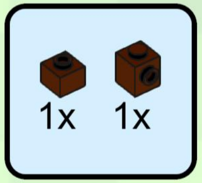

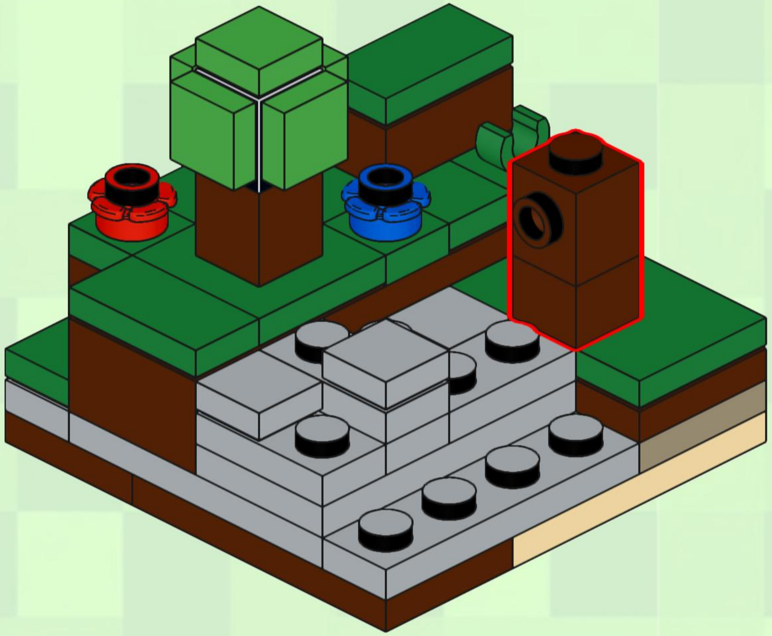

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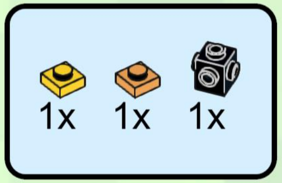

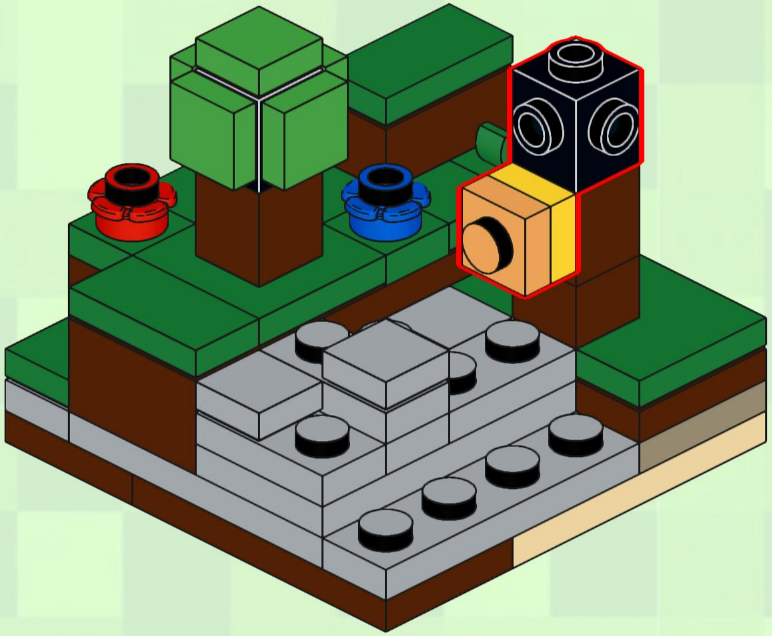

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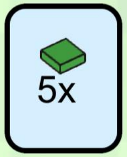

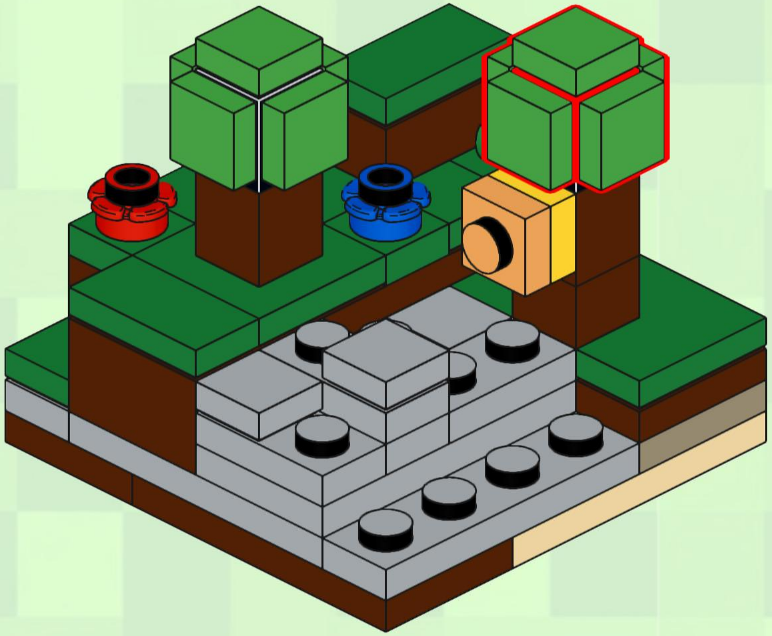

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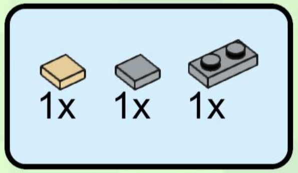

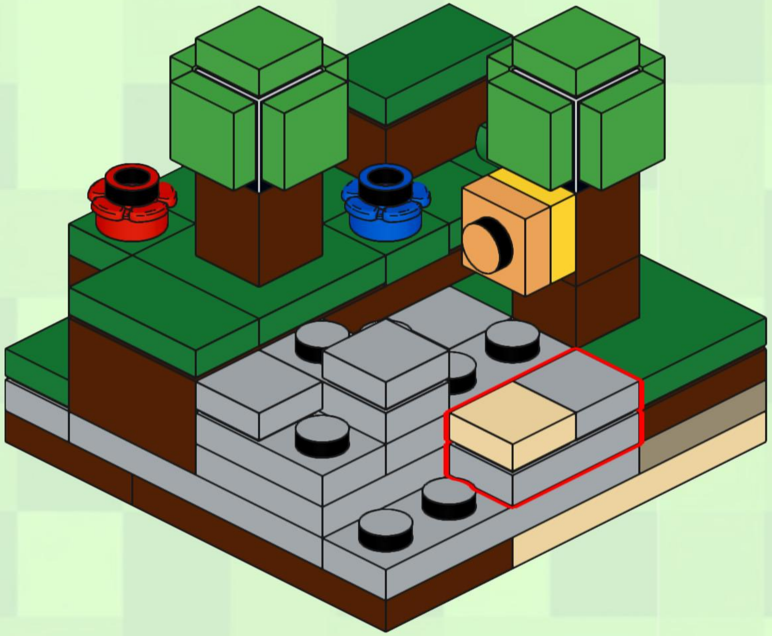

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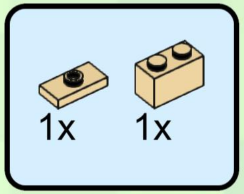

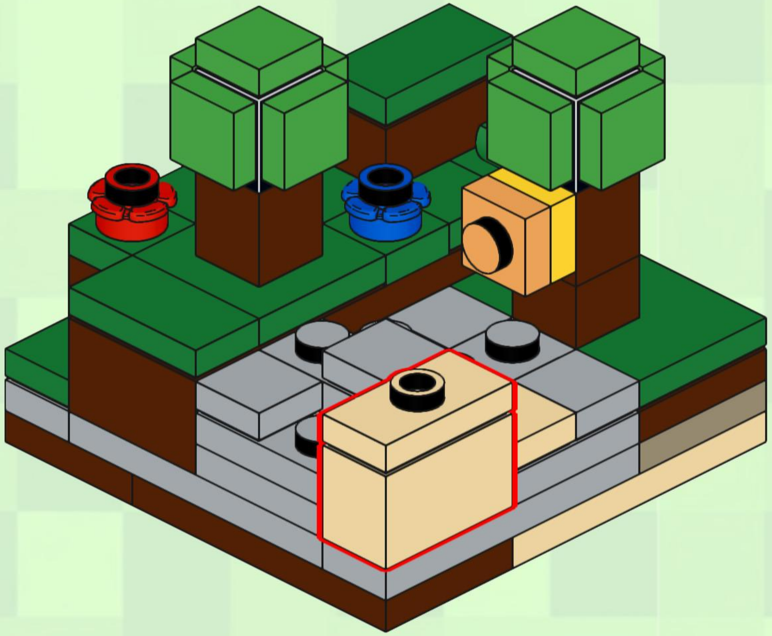

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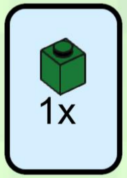

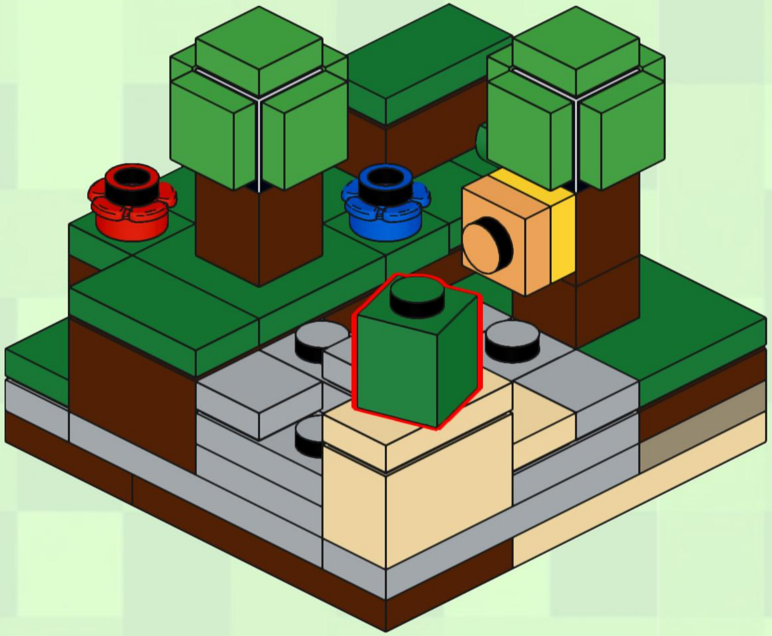

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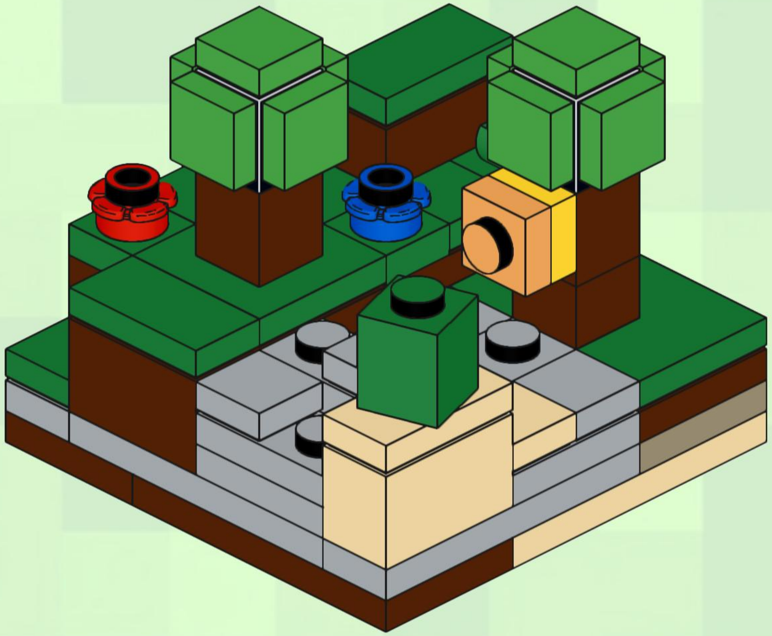
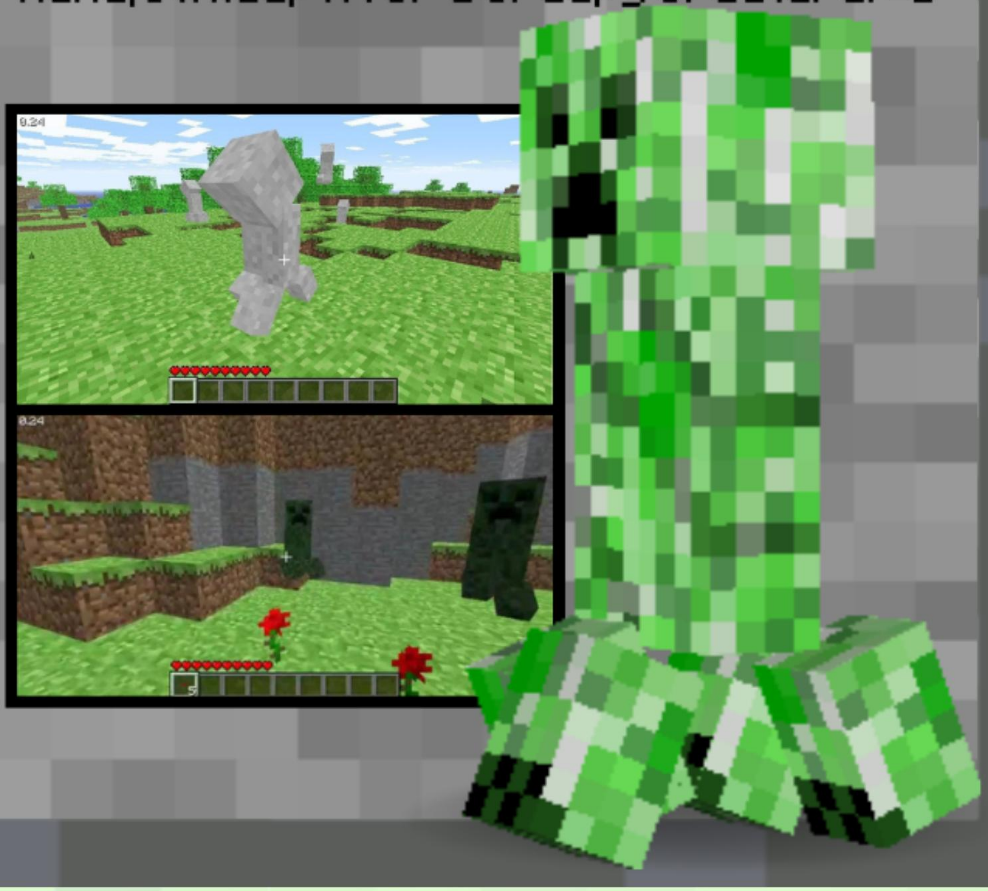


The Creeper is a hostile mob that creeps up to the player before exploding, which destroys blocks and deals damage. It was added to Minecraft on September 1, 2009 on a pre-alpha version called 0.24_SURVIVAL_TEST." But it was originally made in August 20, 2009 after a coding error was made by Notch as he was attempting to make a pig mob during Minecraft's Development. He also commented...

"it looks creepier when animated ... haha, I'll keep it for a creepy creature. =D"



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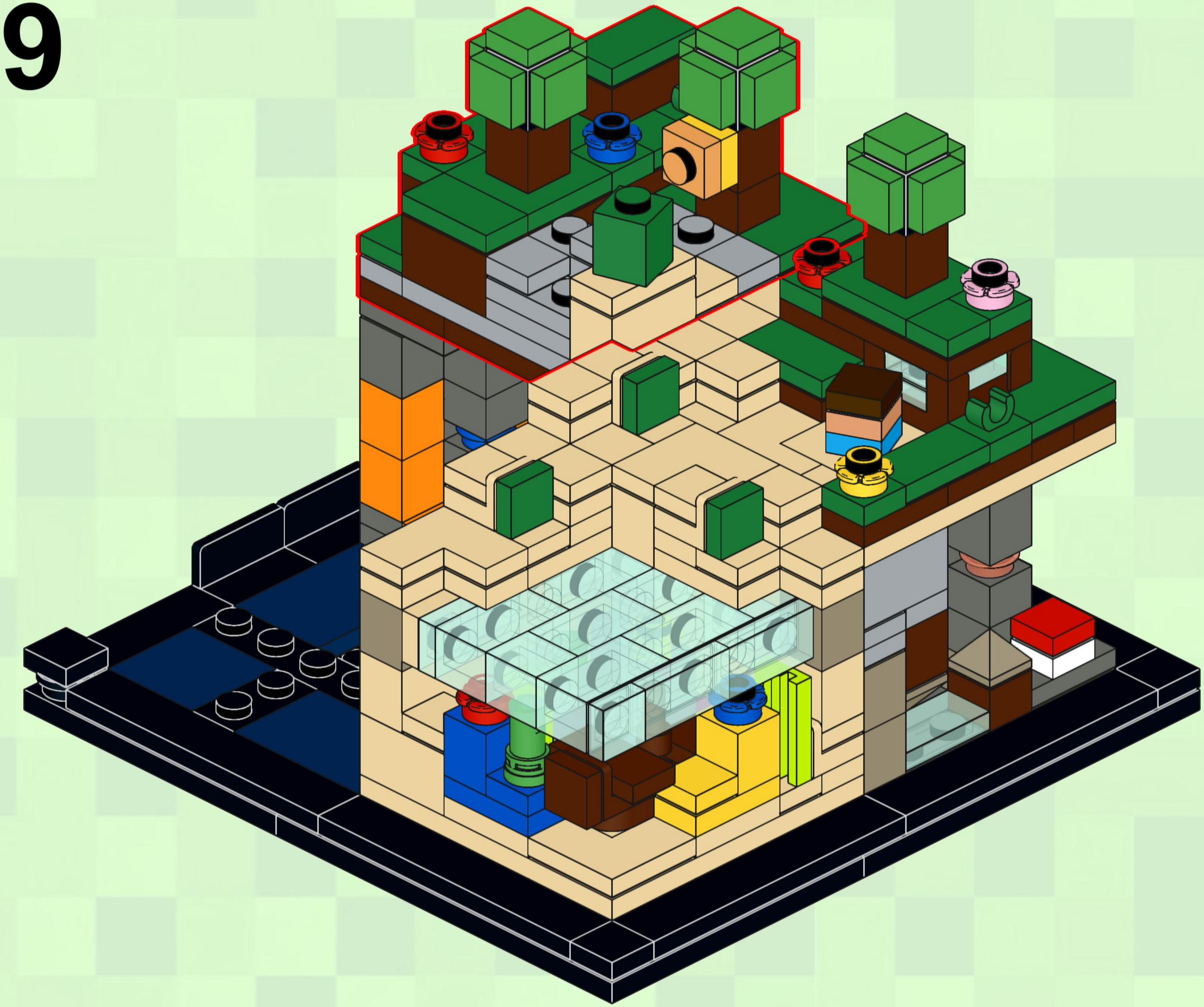

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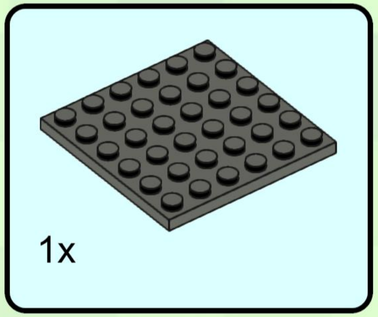

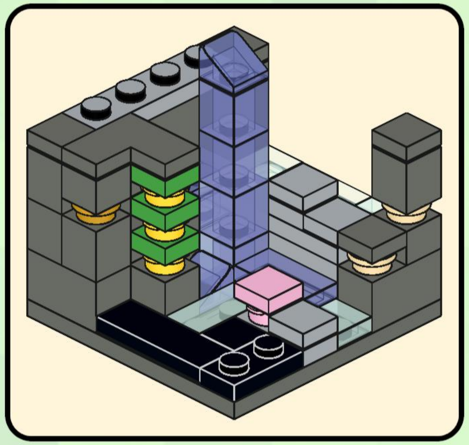

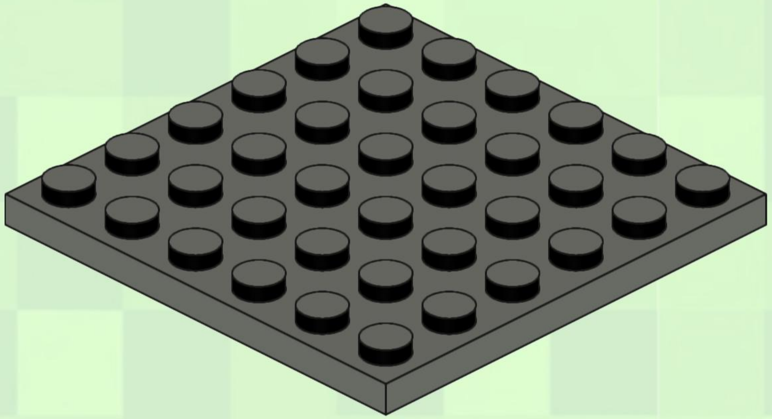

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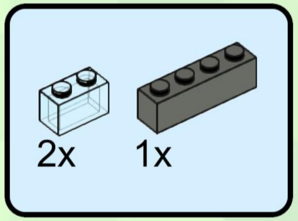

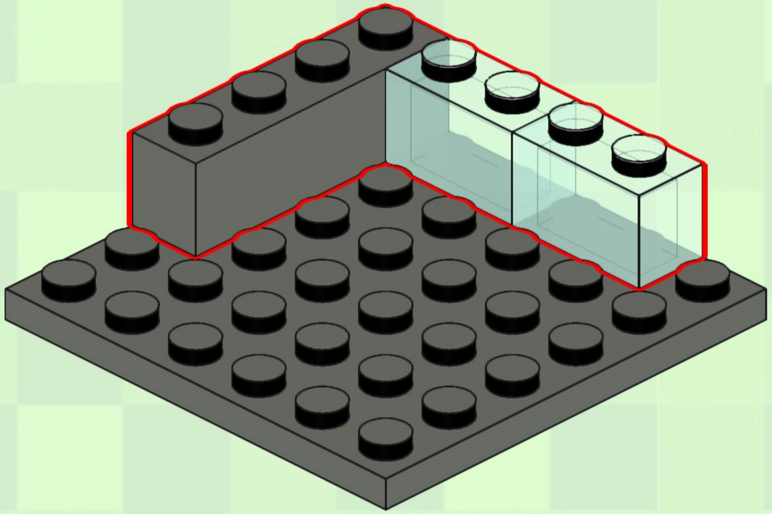

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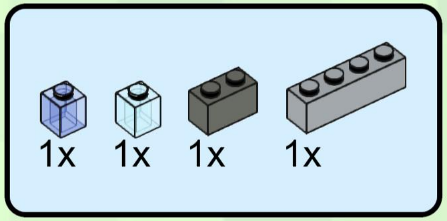

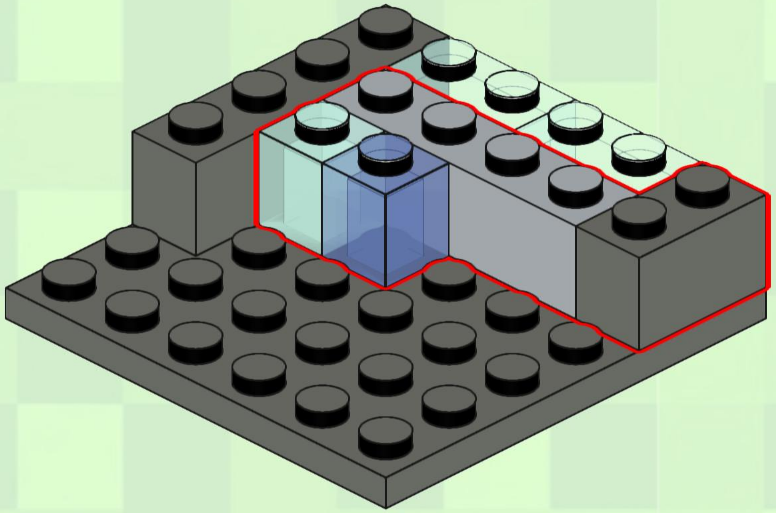

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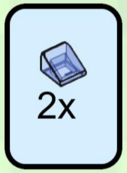

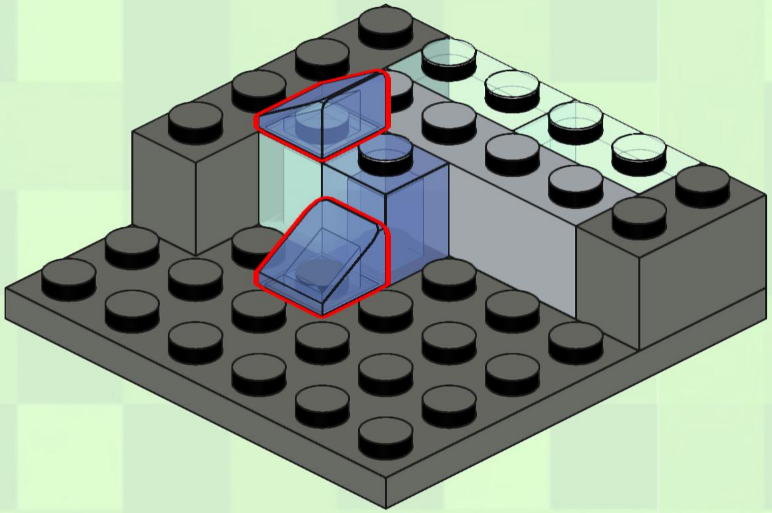

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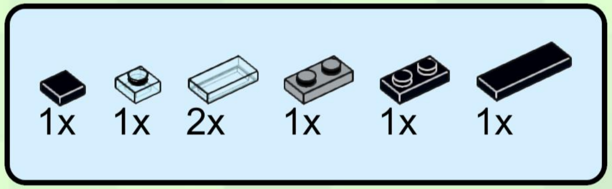

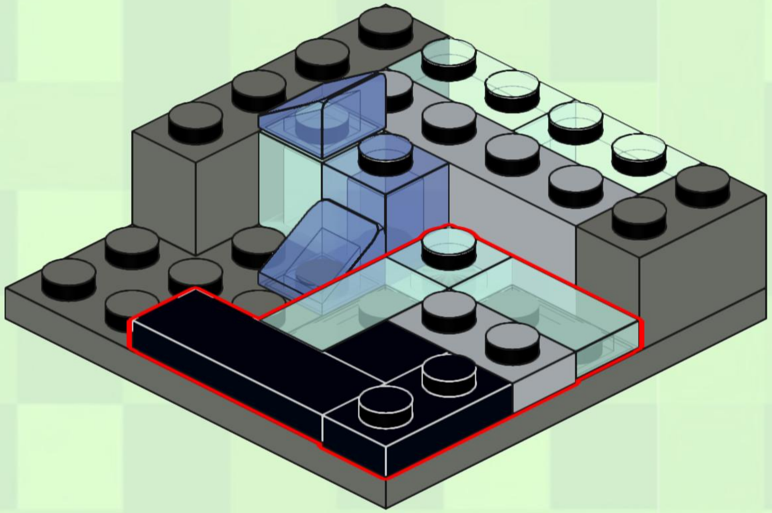

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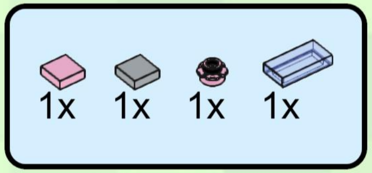

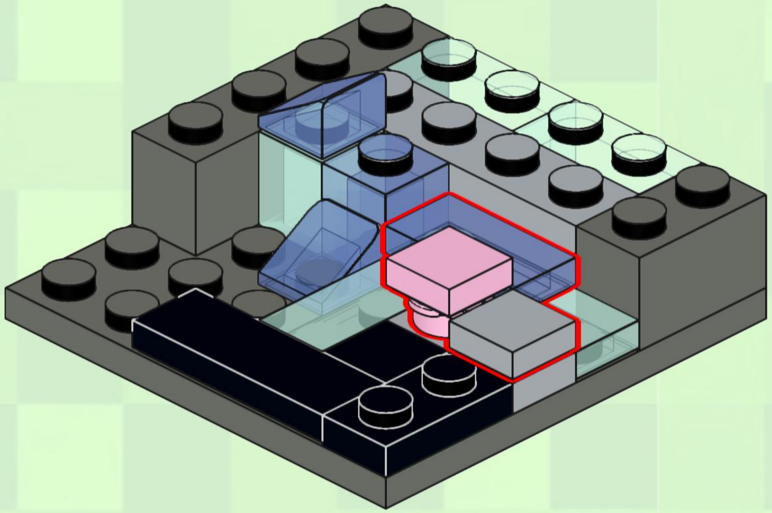

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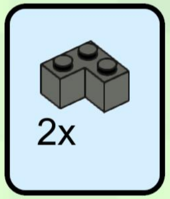

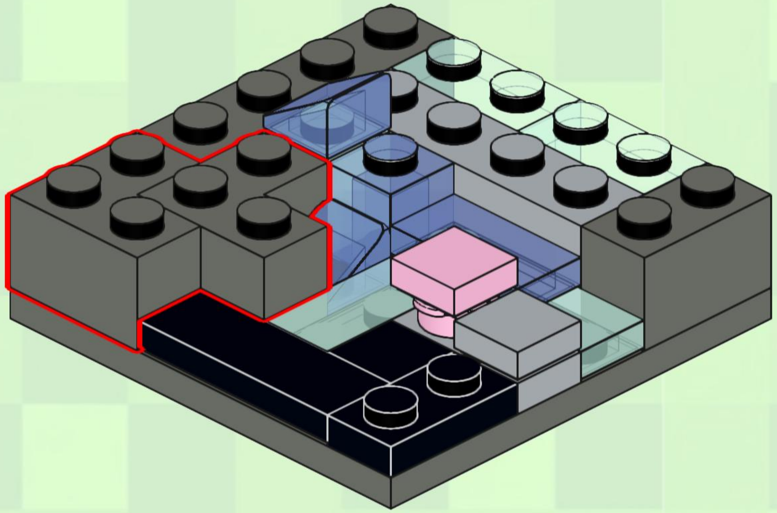

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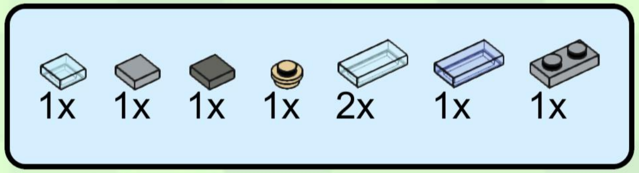

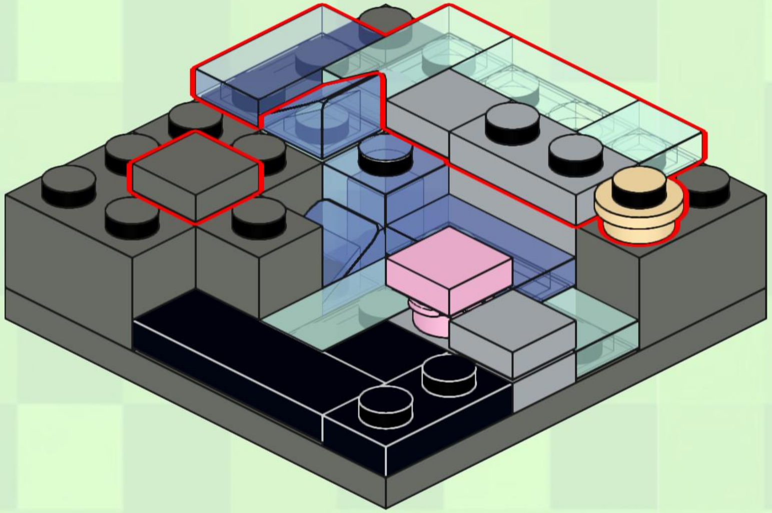

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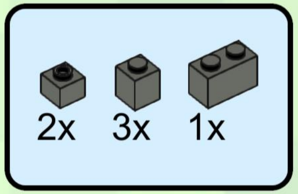

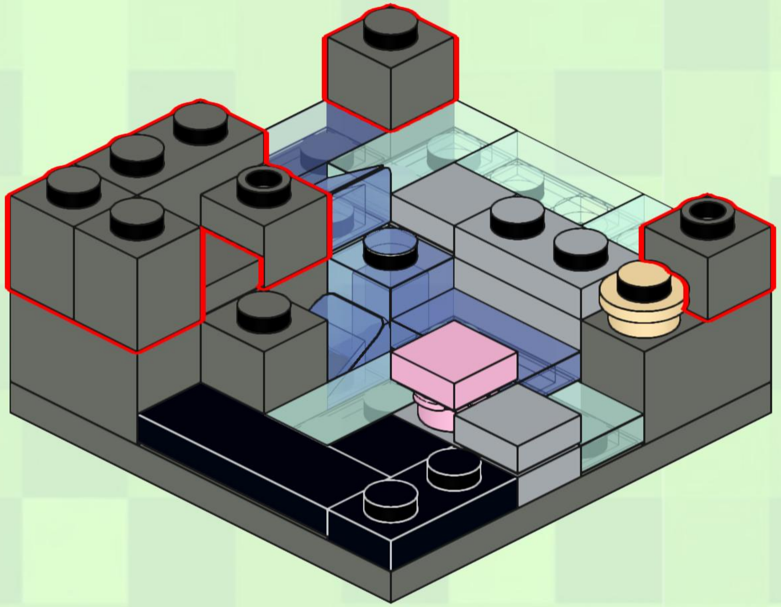

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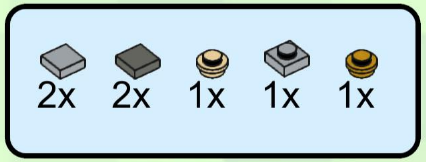

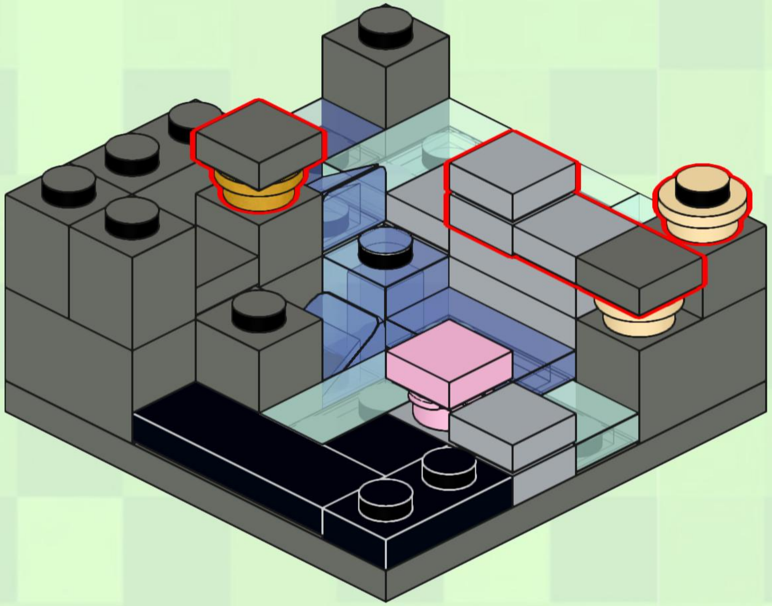

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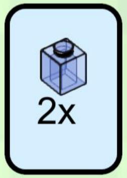

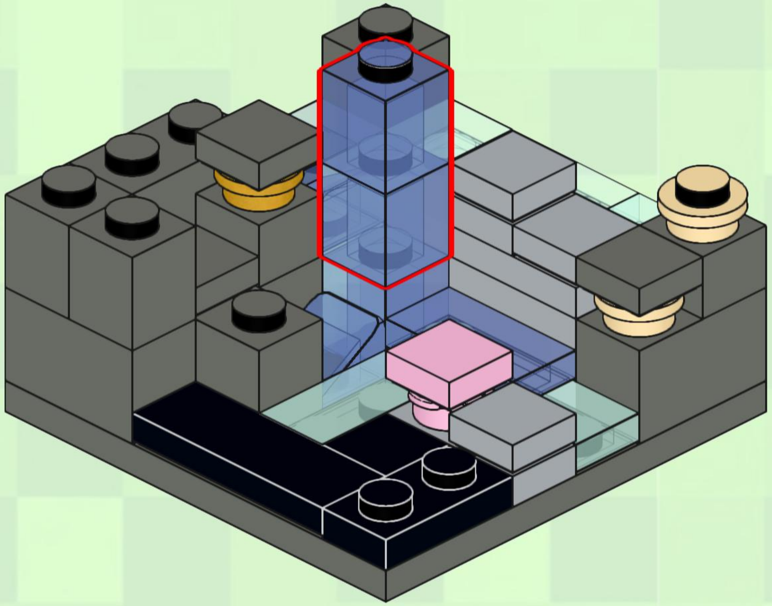

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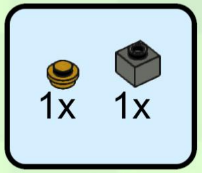

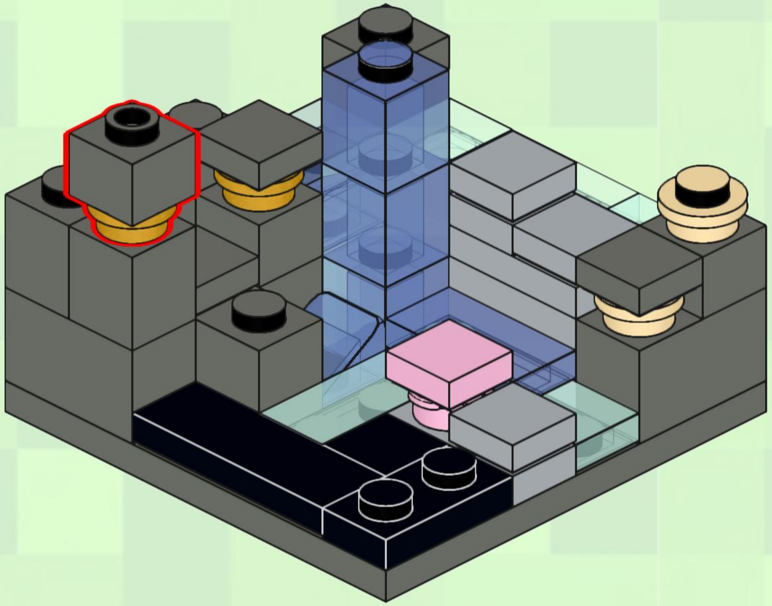

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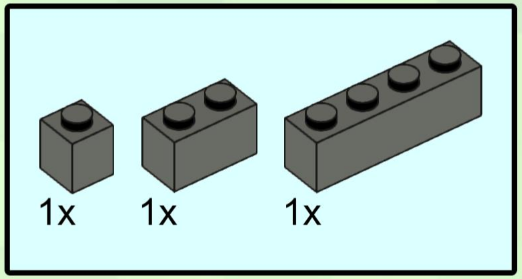

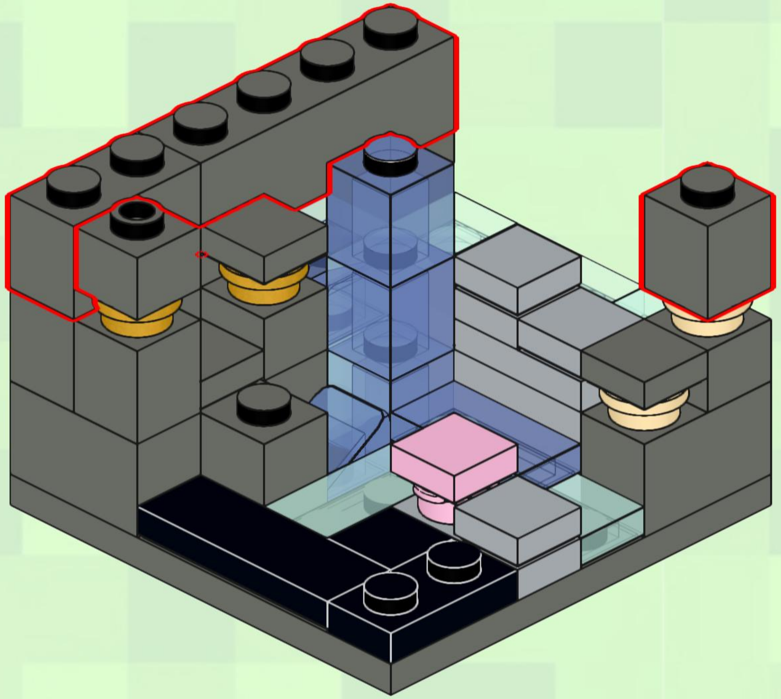

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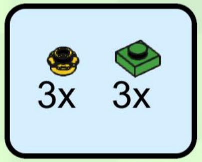

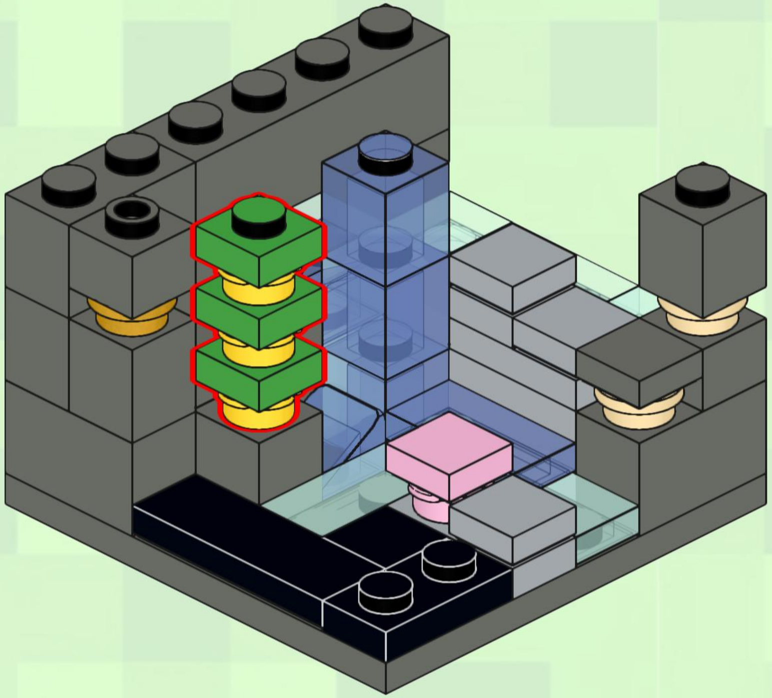

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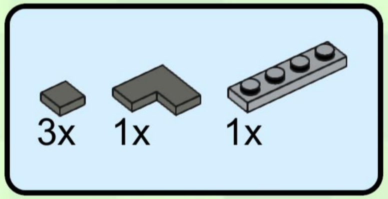

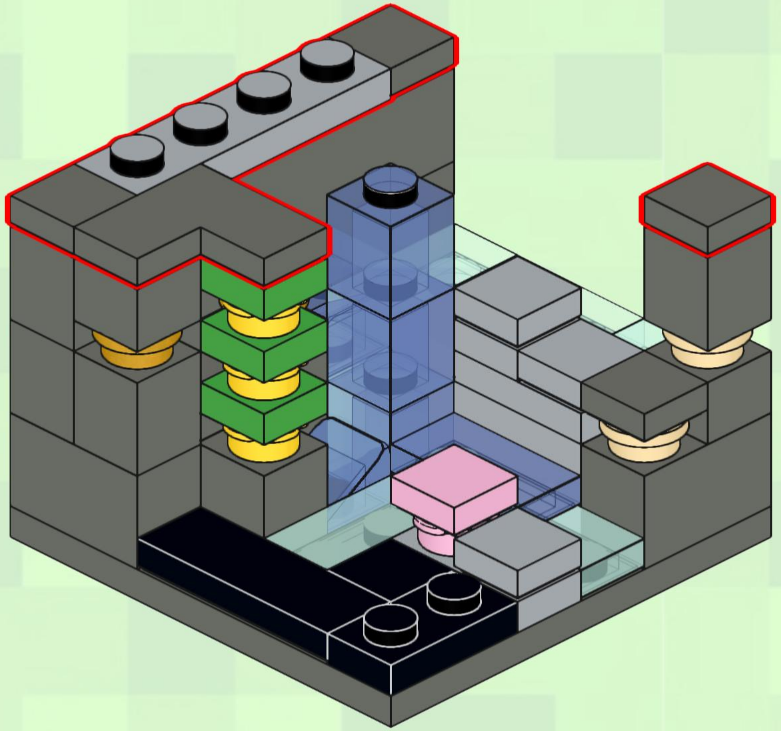

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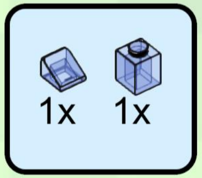

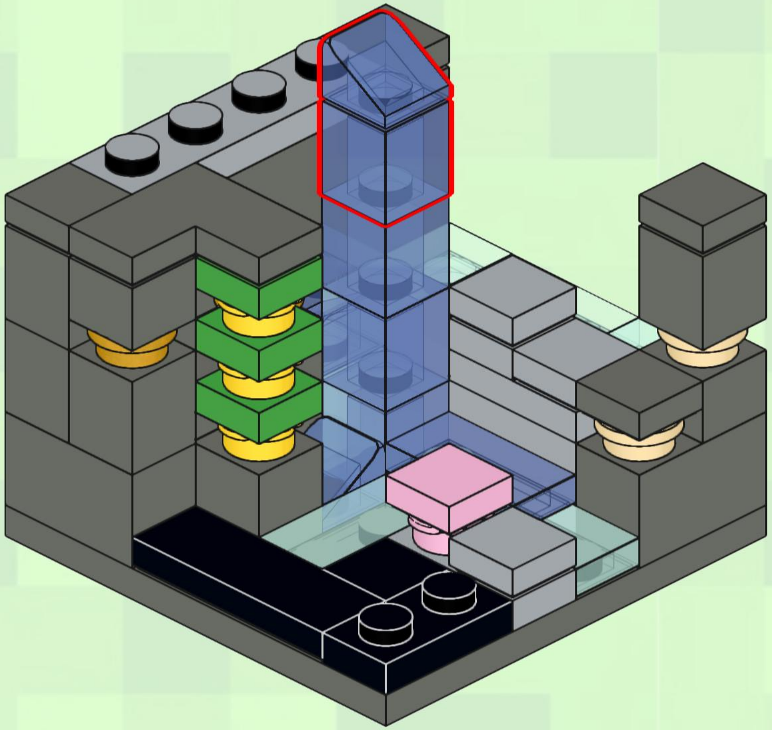

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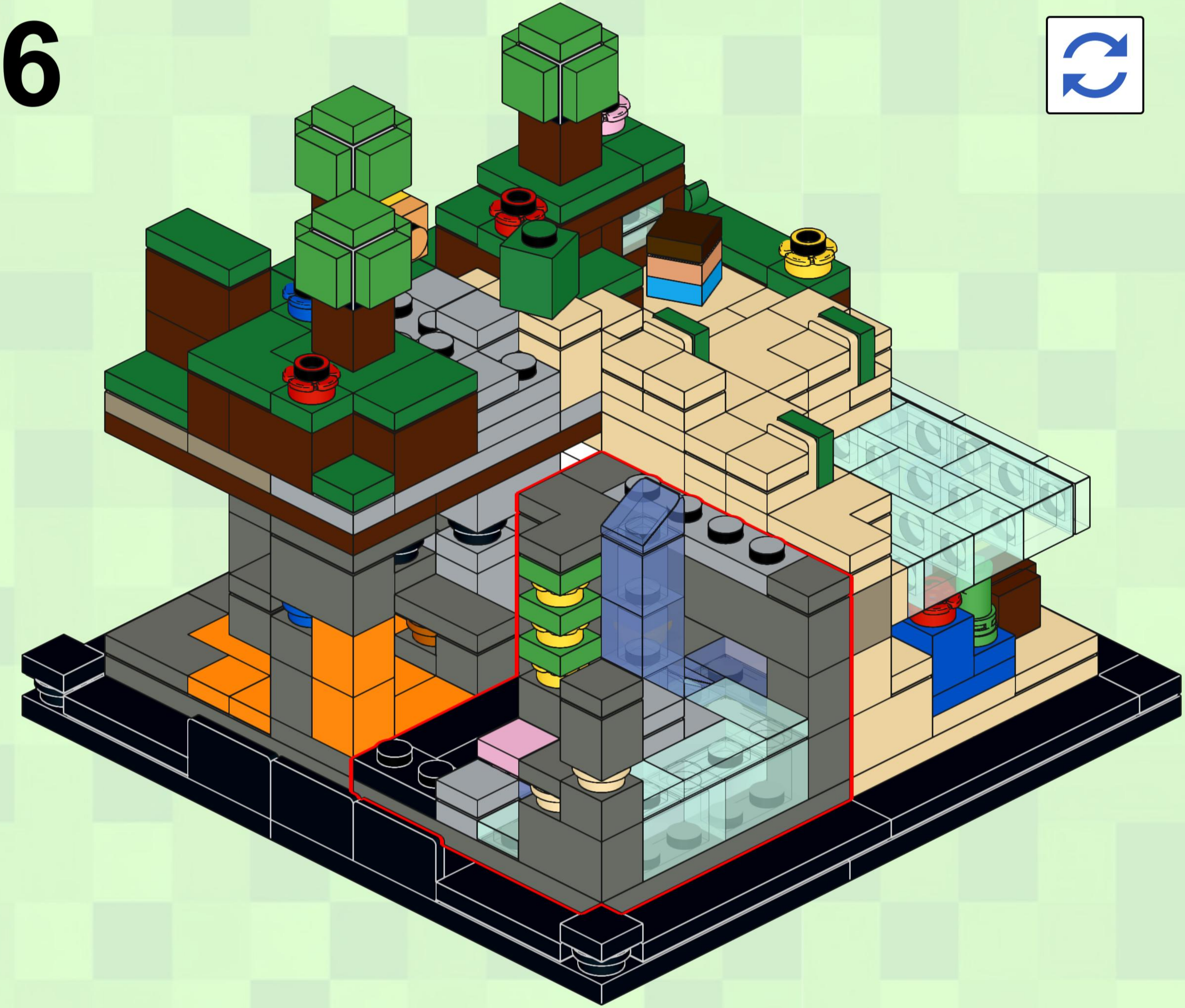

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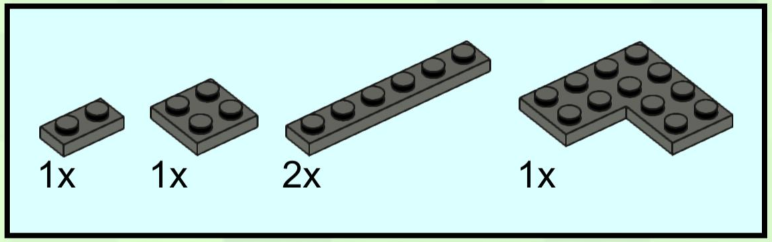

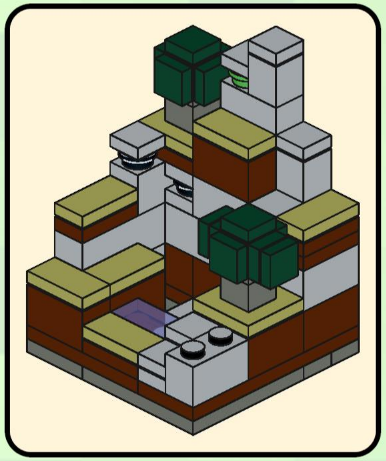

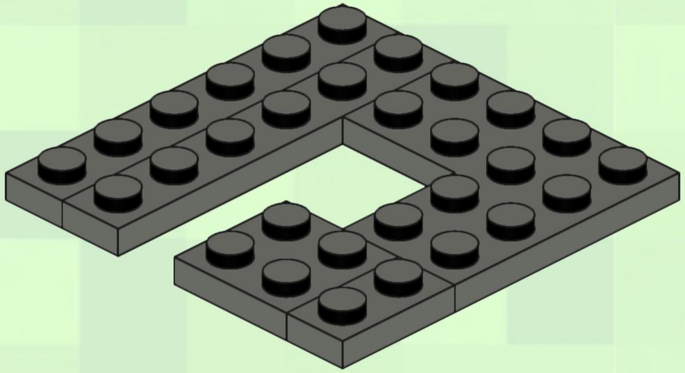

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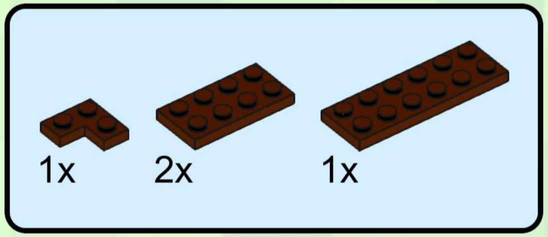

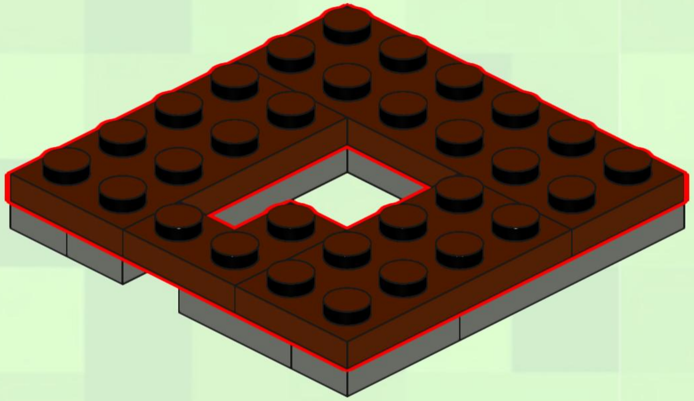

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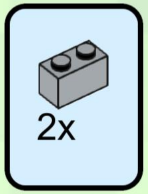

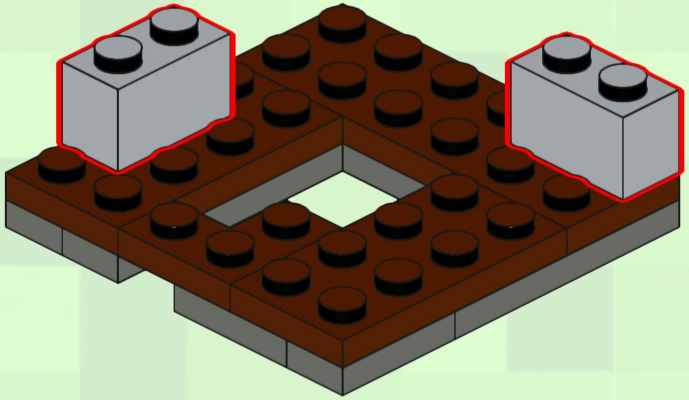

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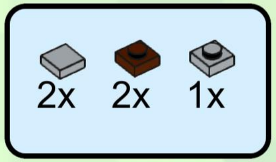

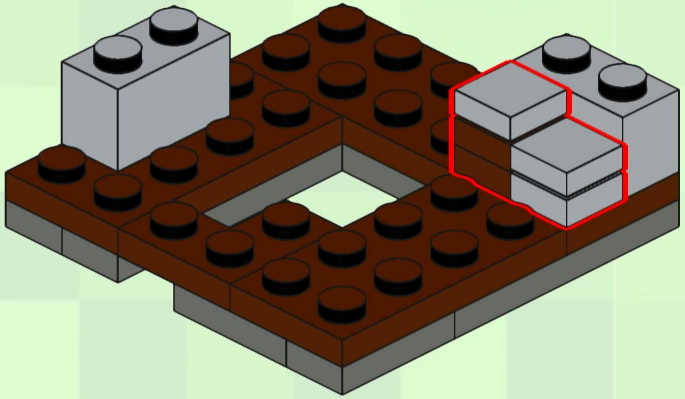

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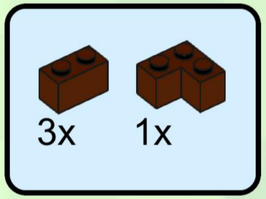

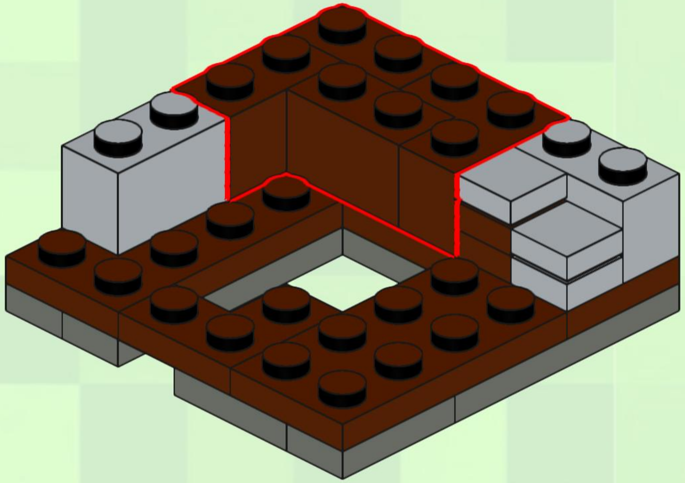

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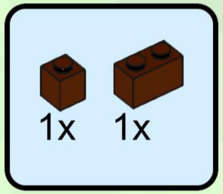

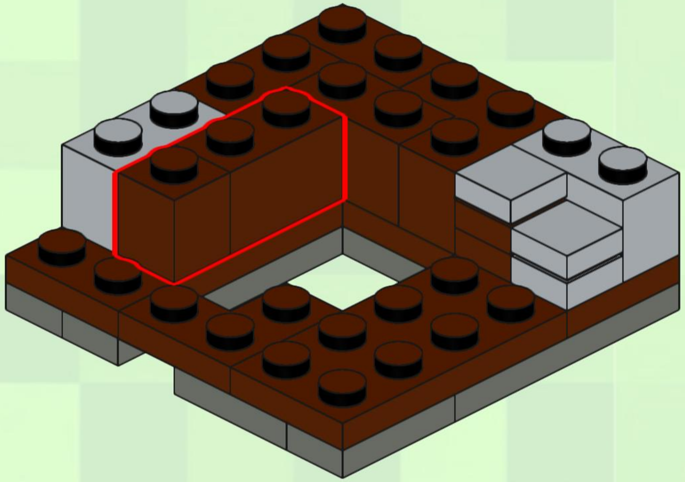

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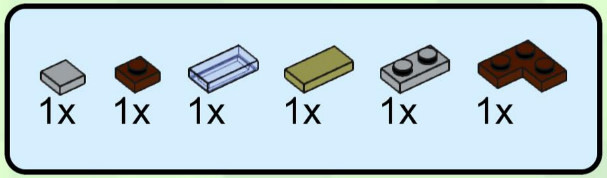

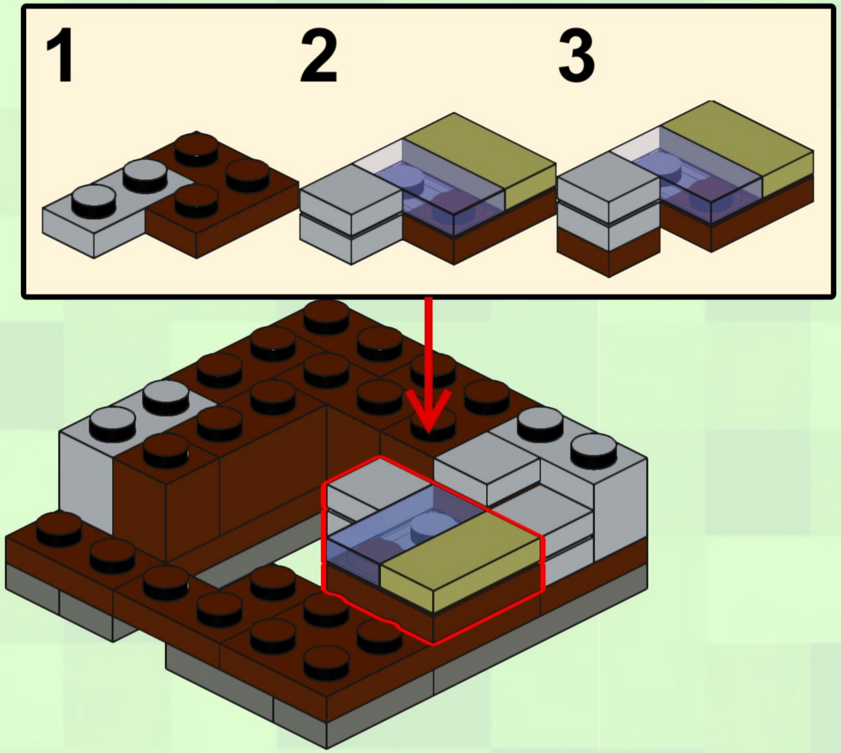

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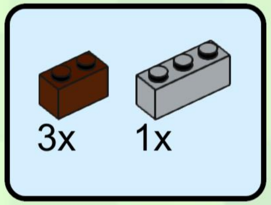

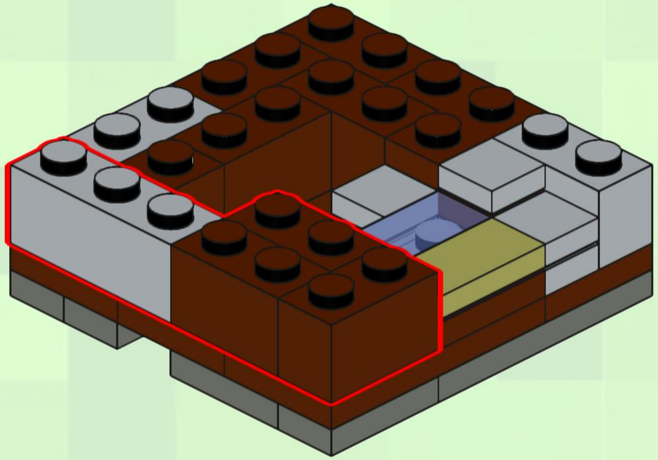

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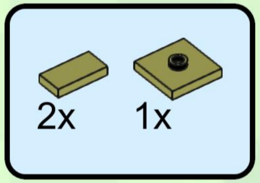

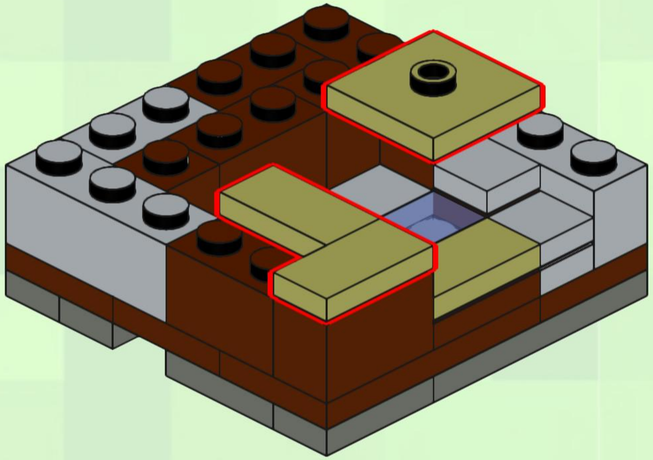

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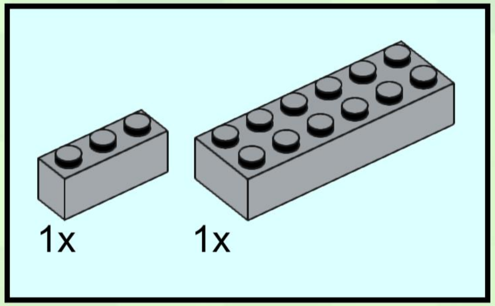

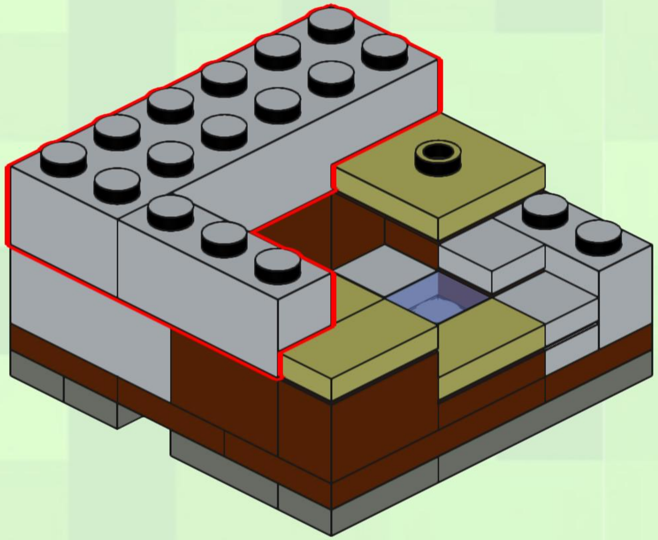

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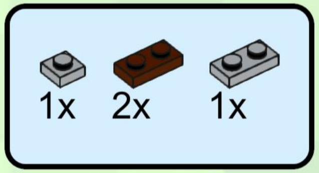

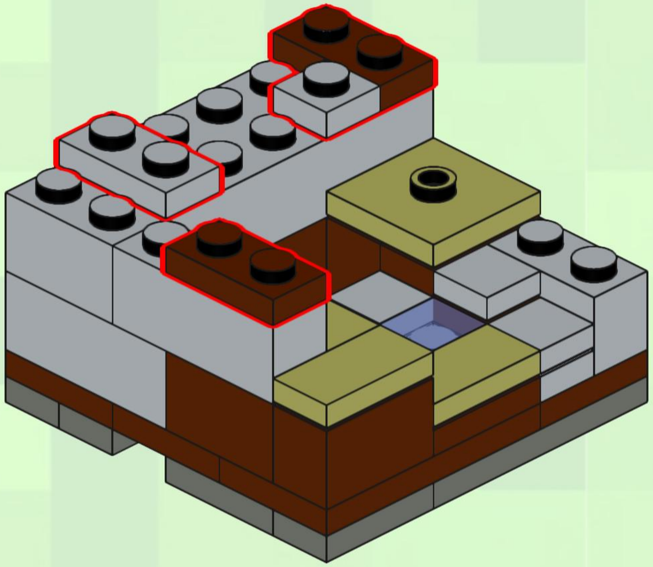

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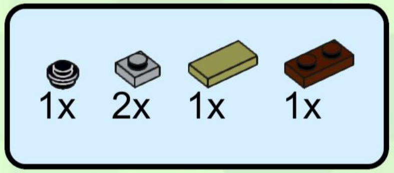

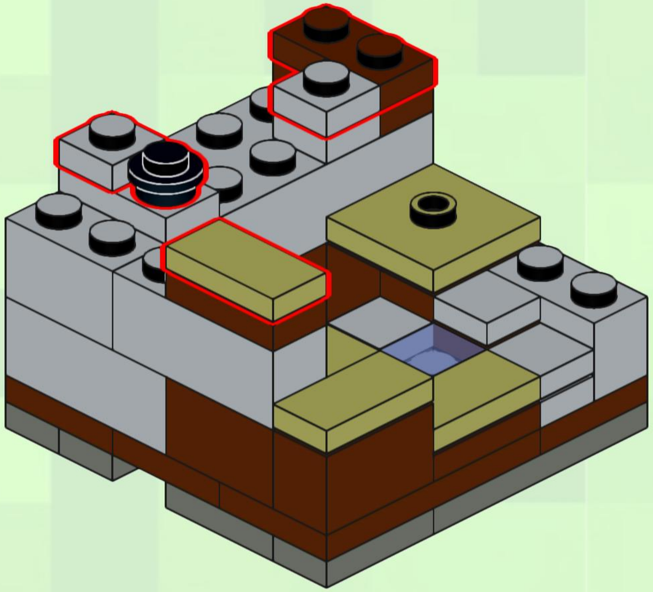

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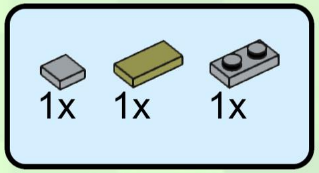

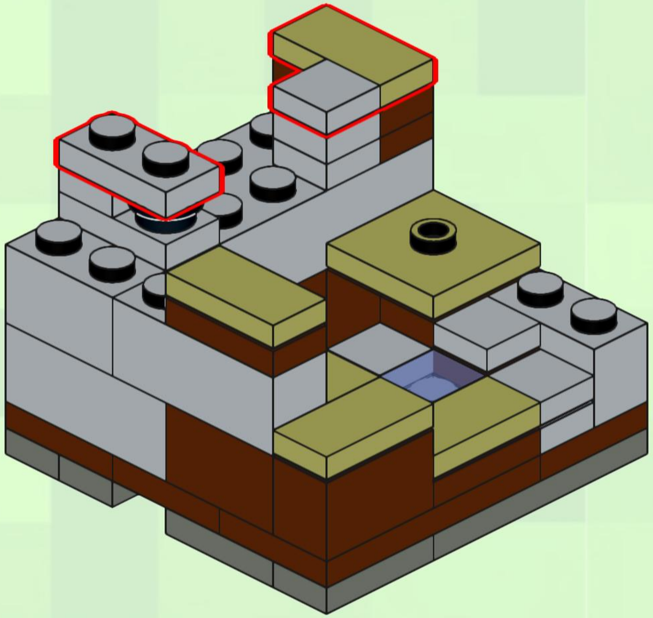

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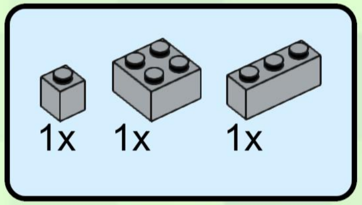

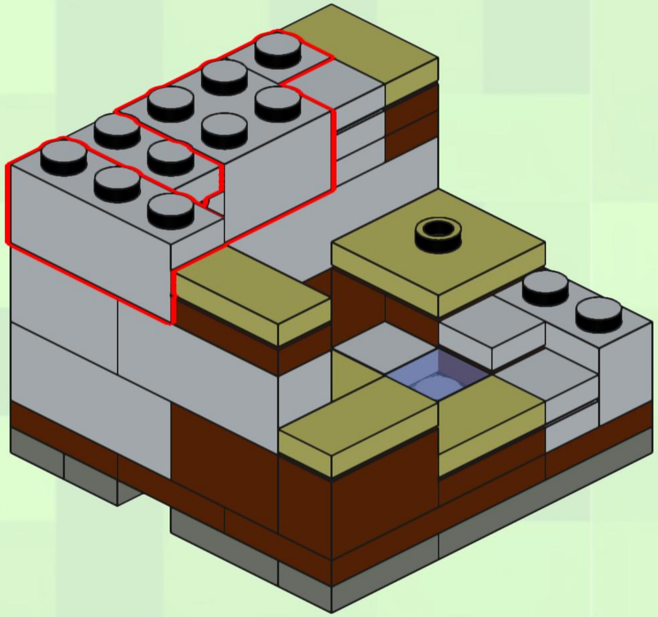

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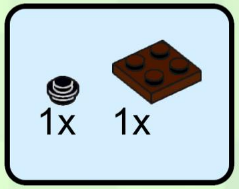

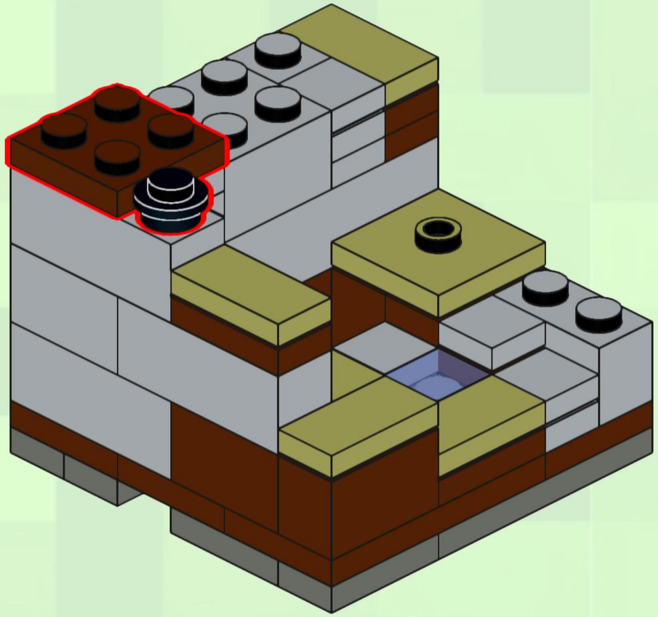

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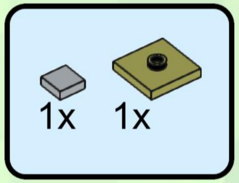

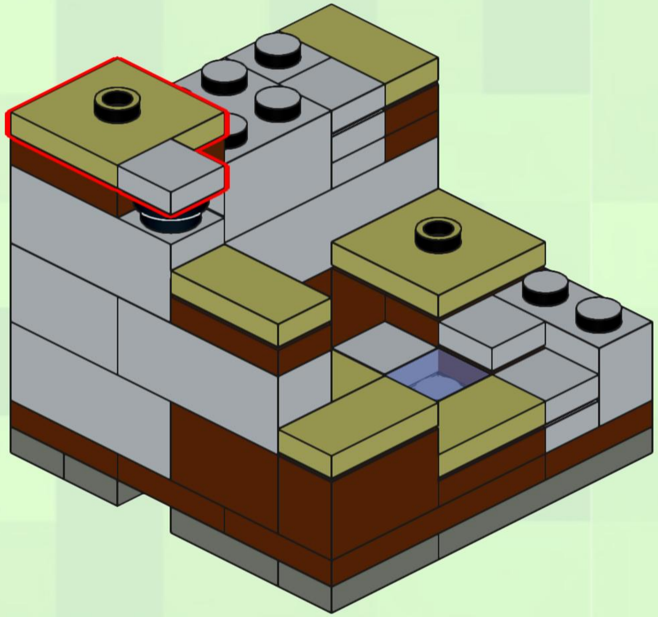

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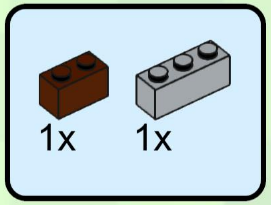

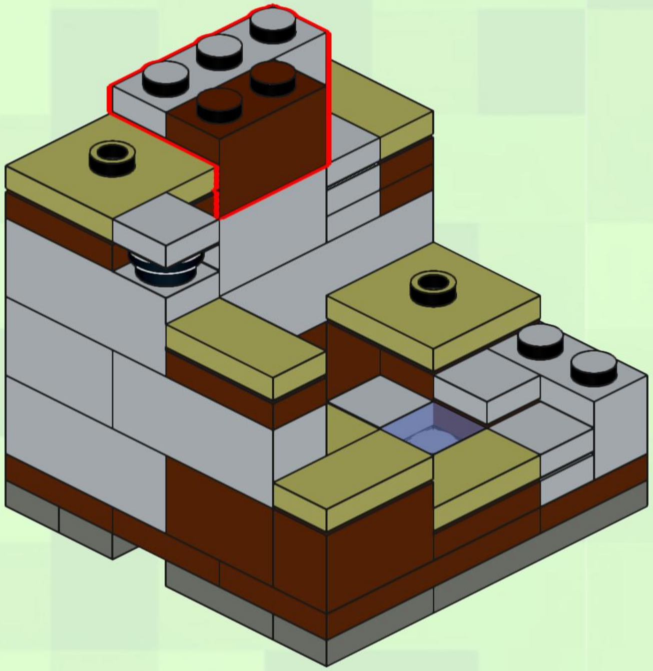

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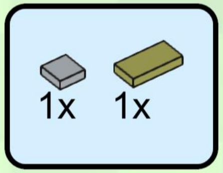

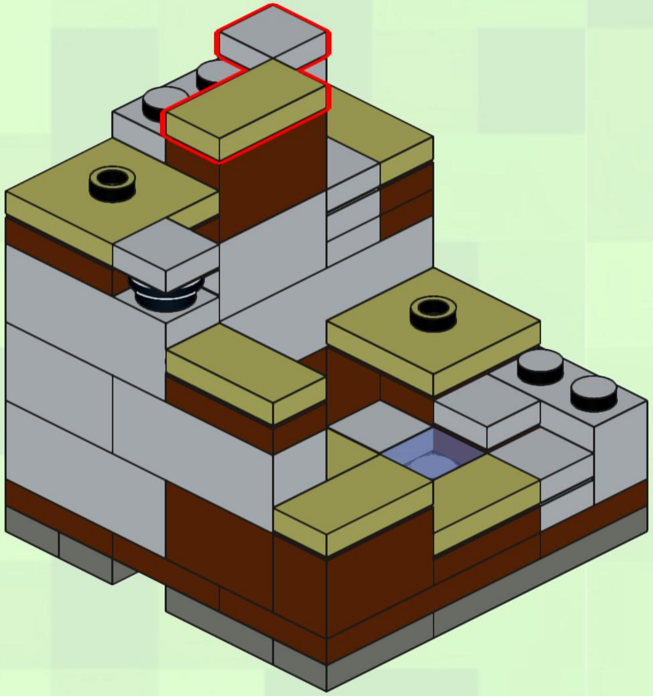

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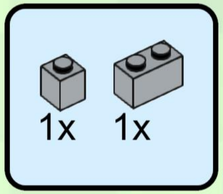

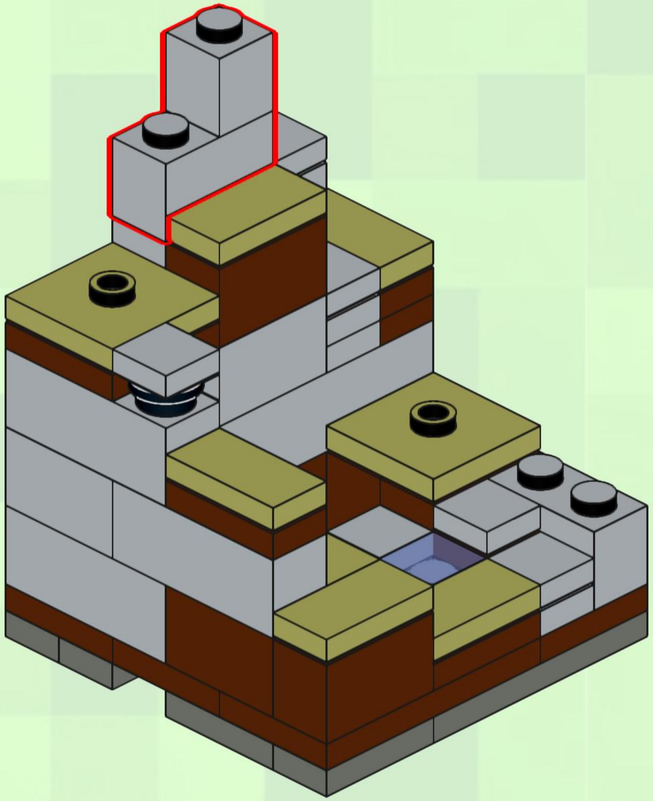

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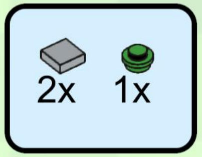

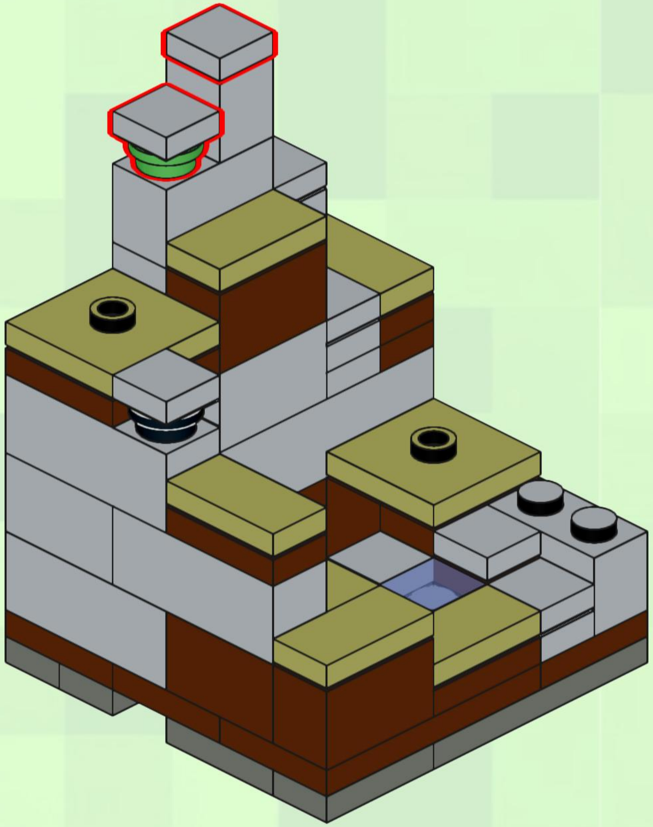

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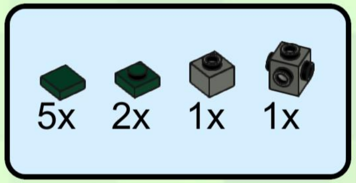

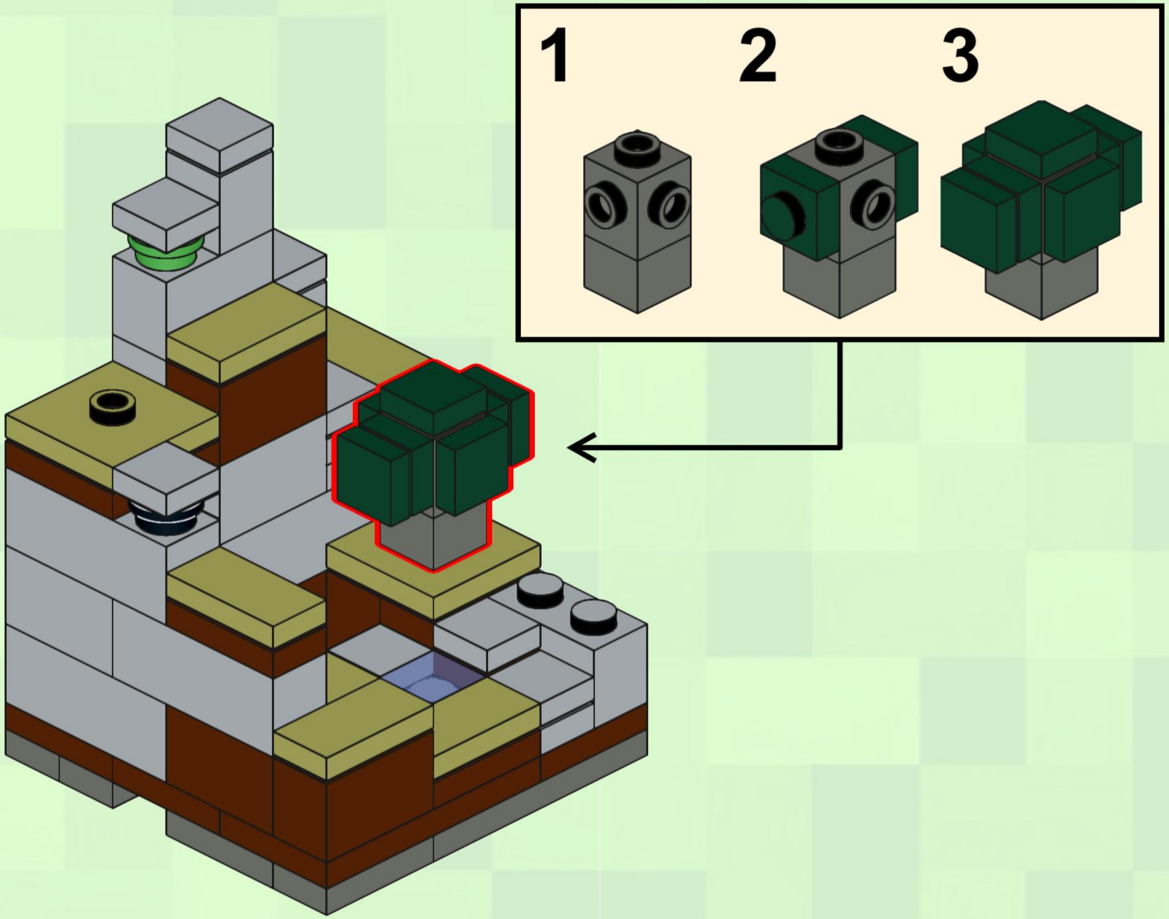

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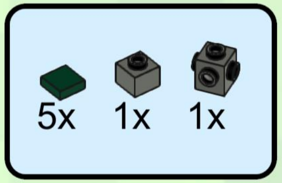

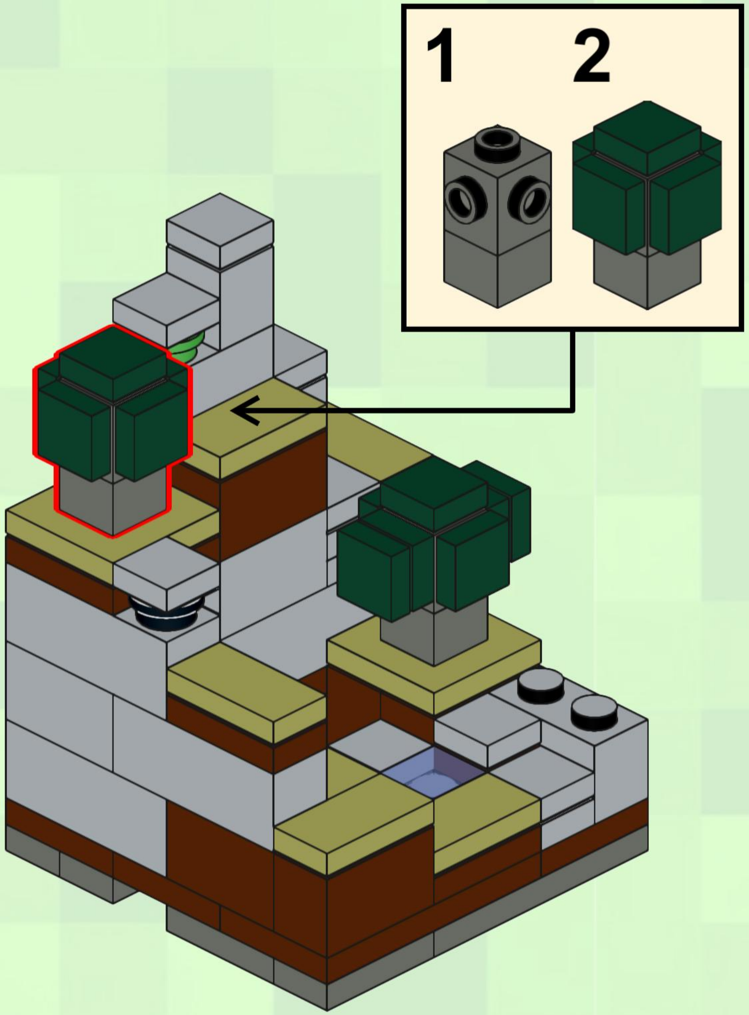

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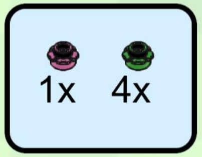

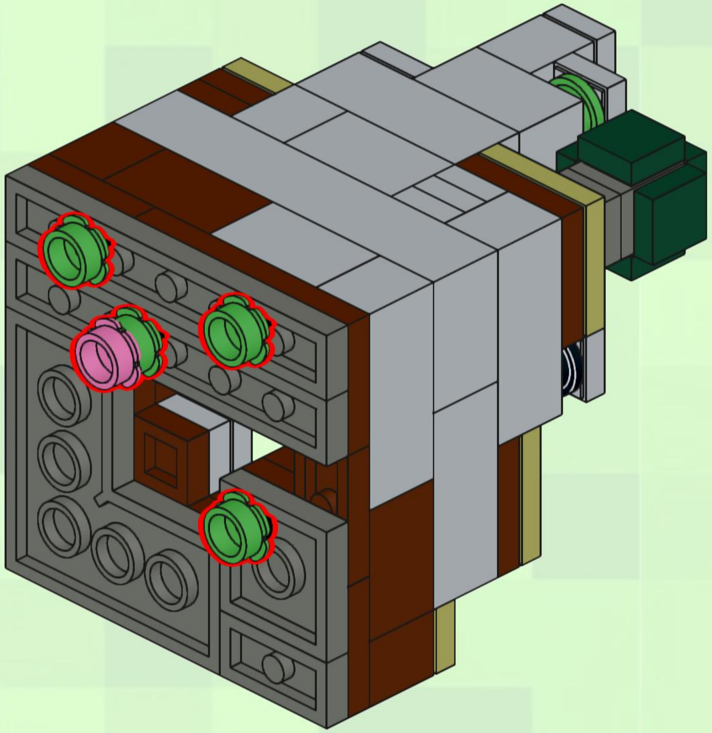

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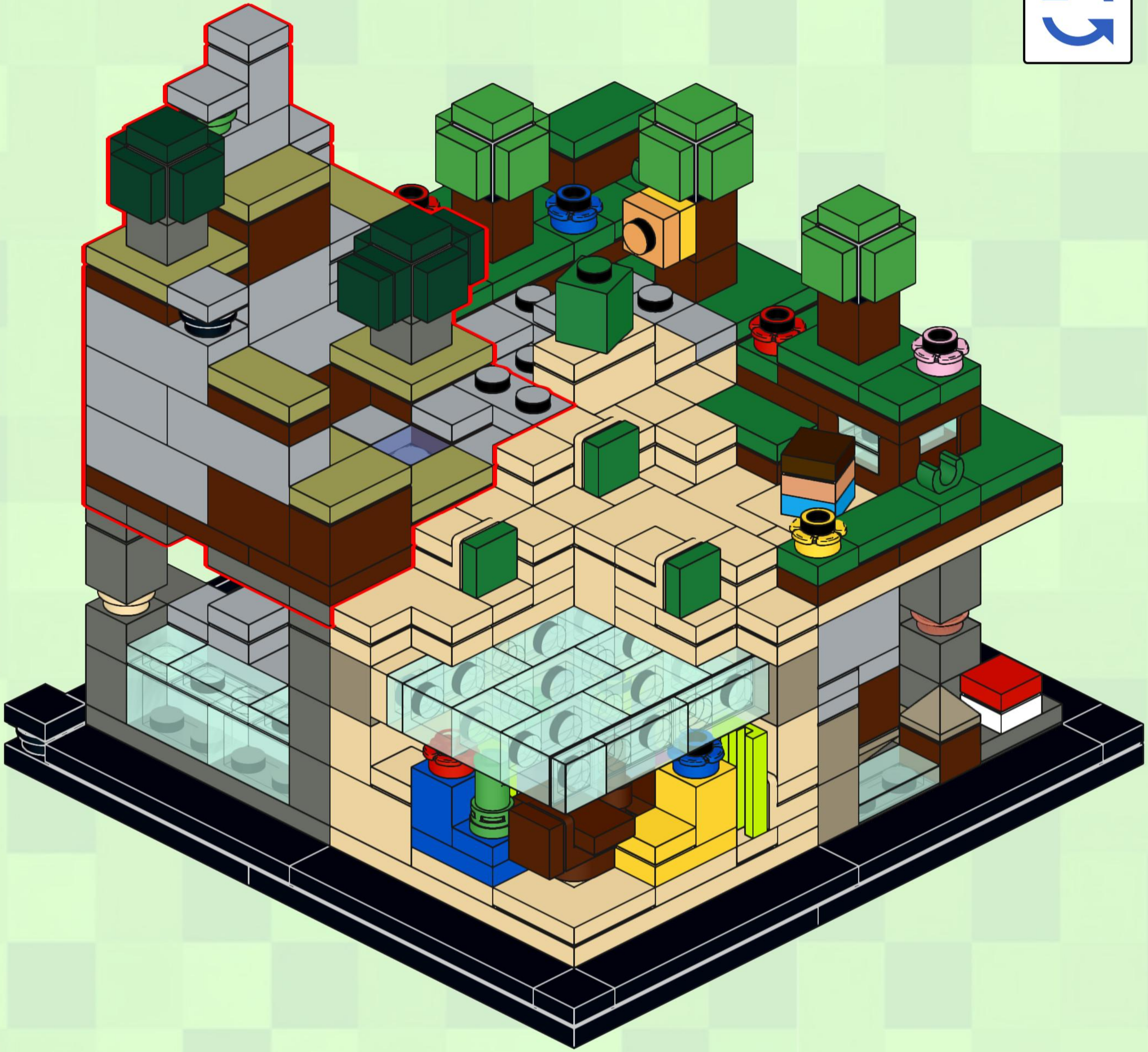

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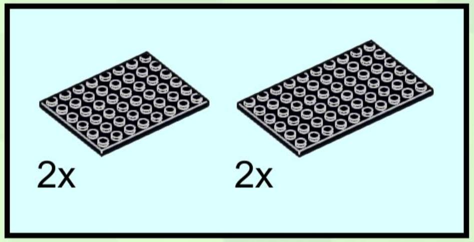

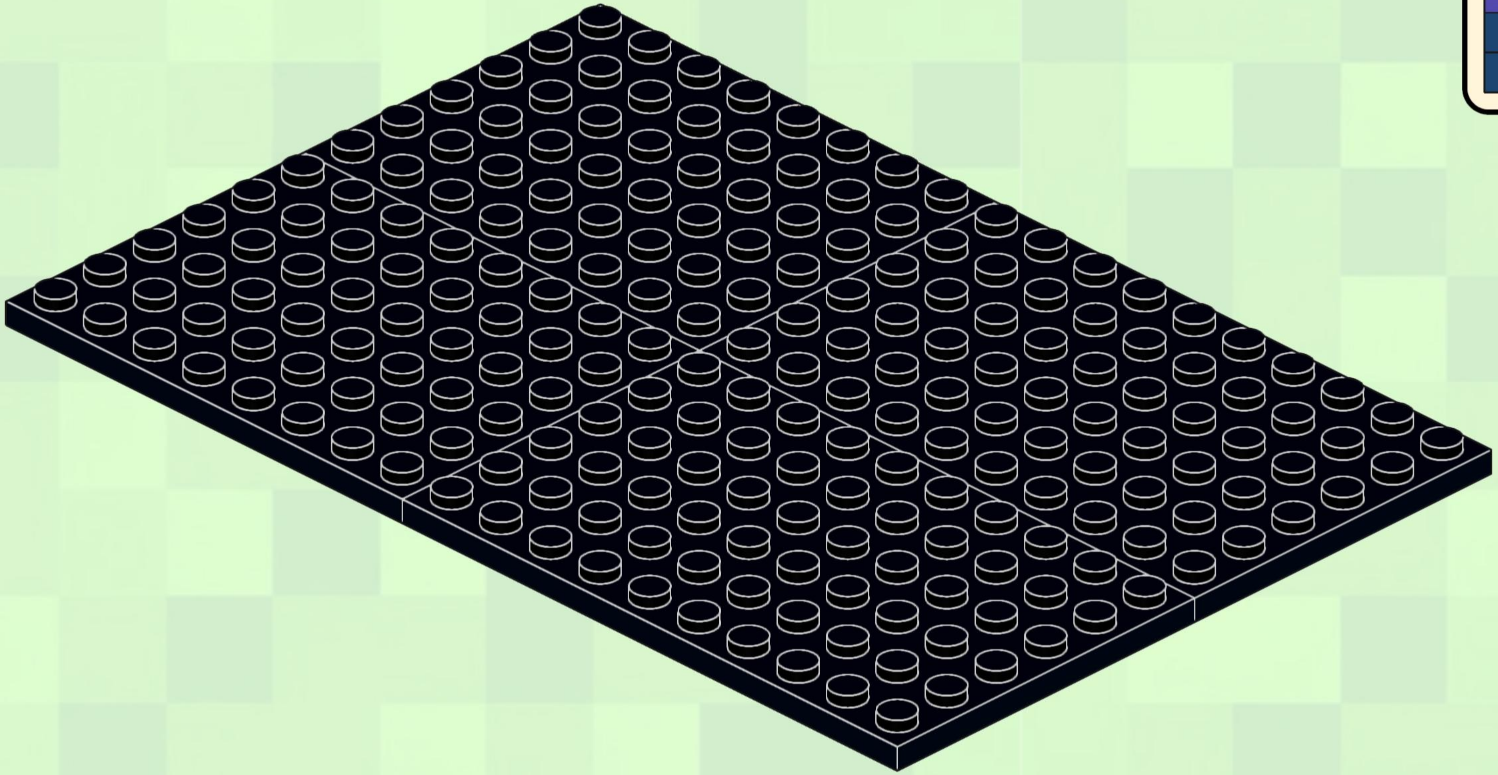

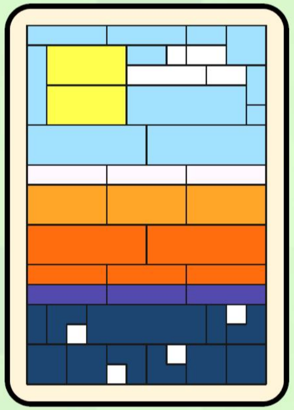

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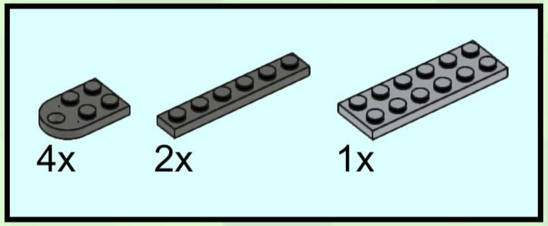

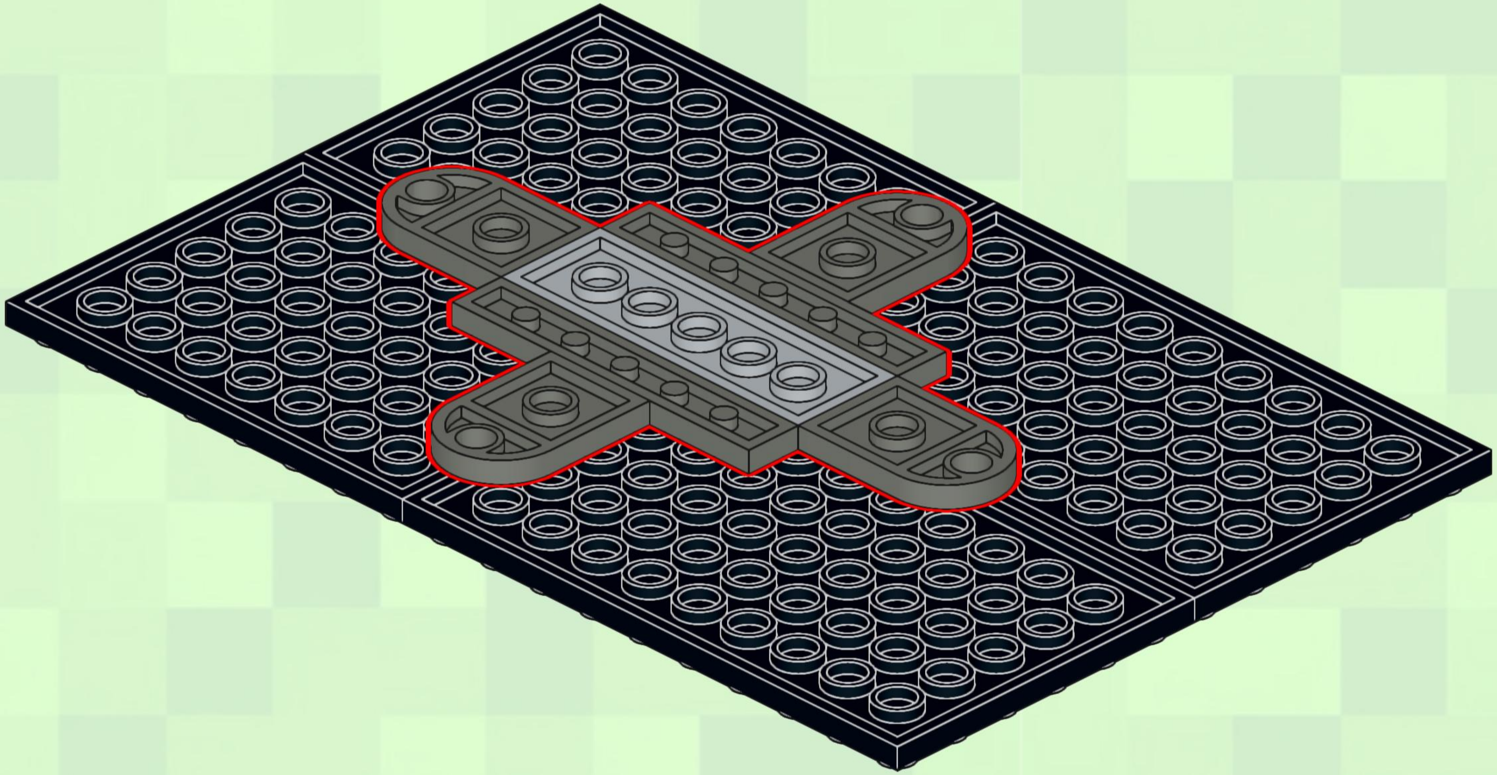

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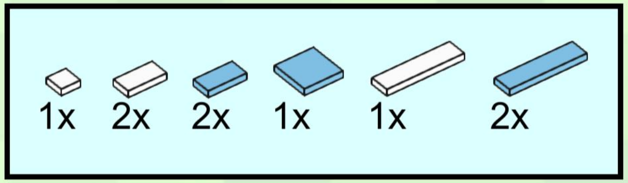

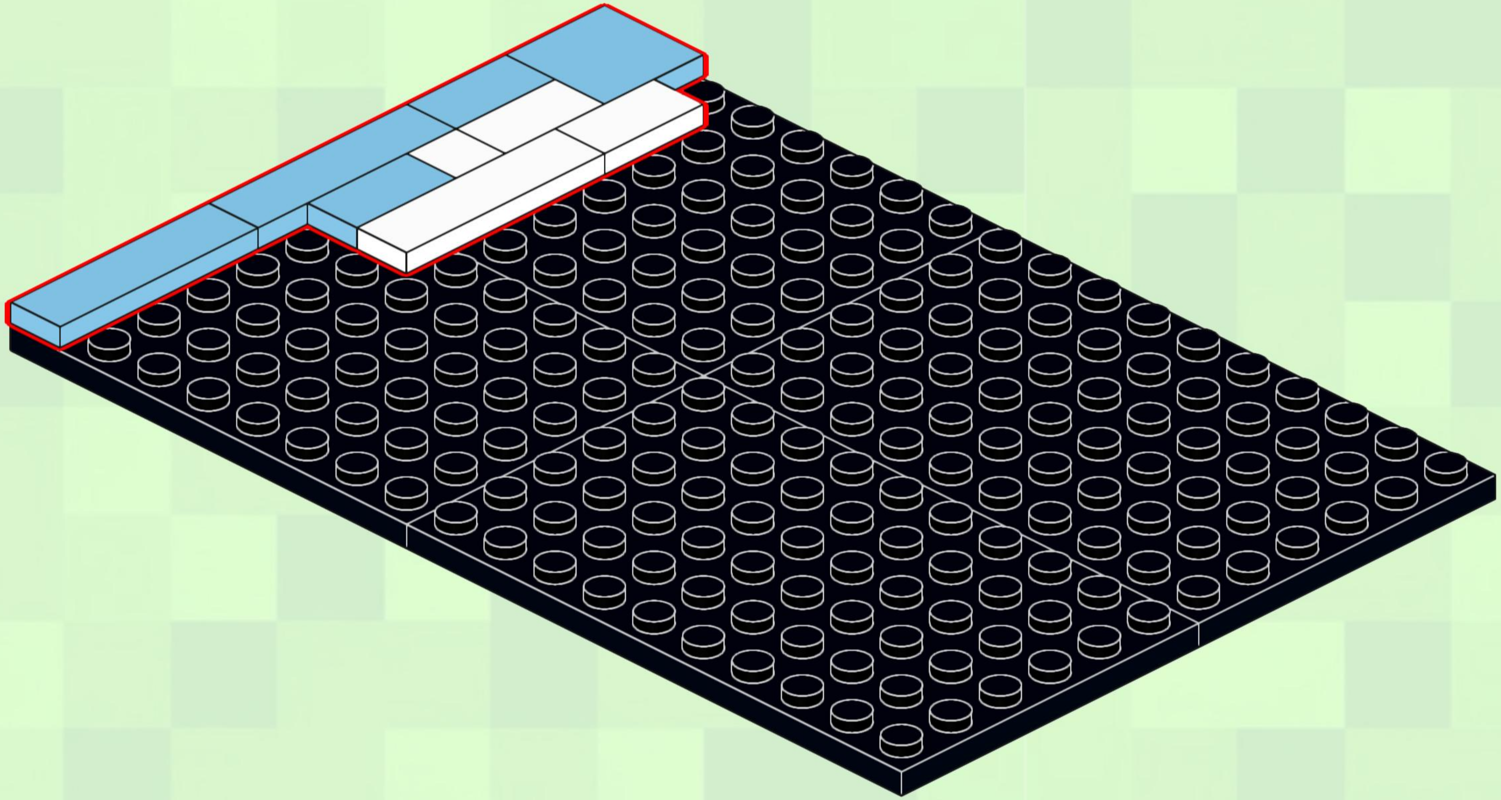

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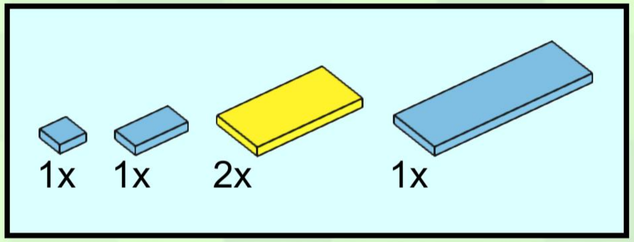

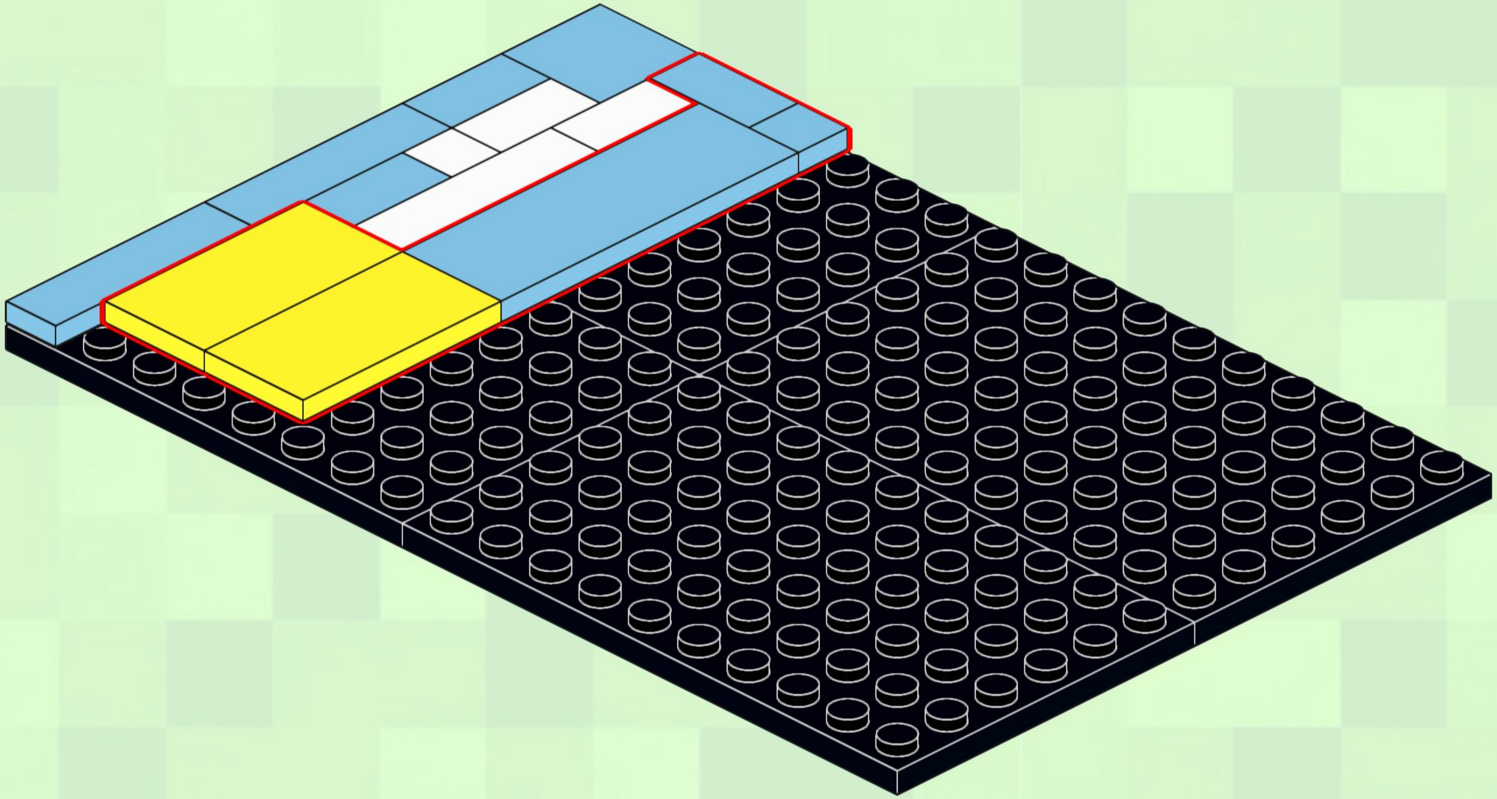

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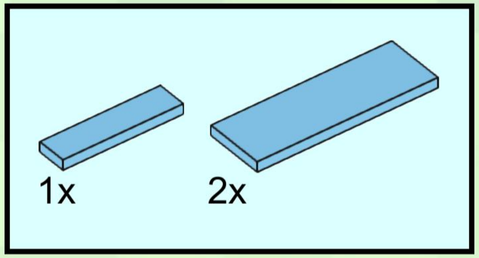

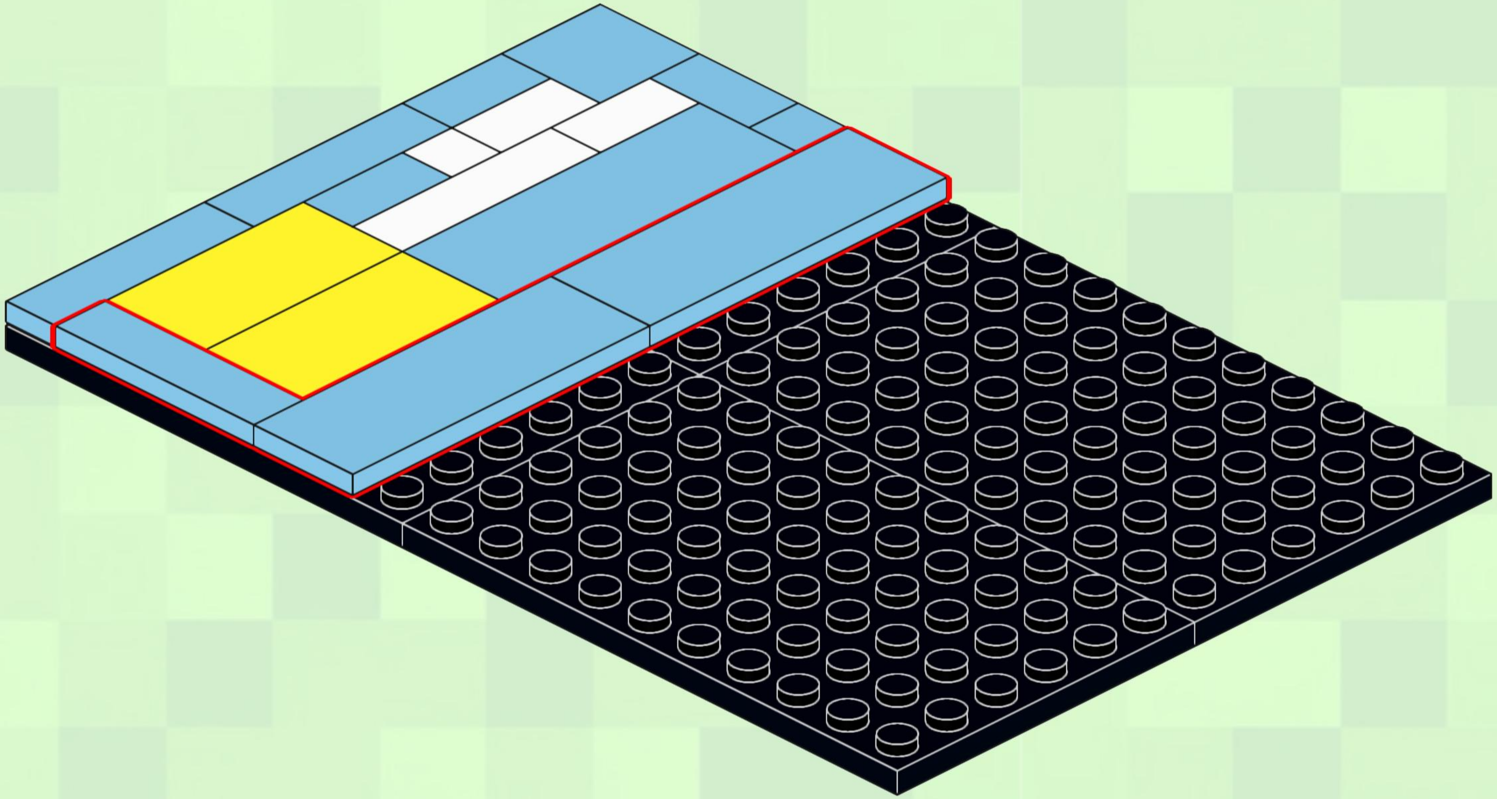

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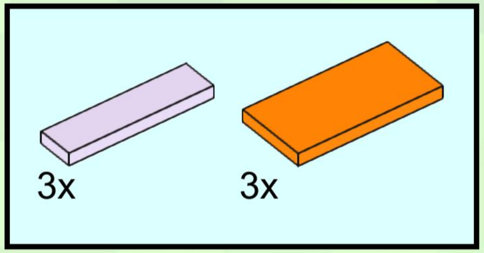

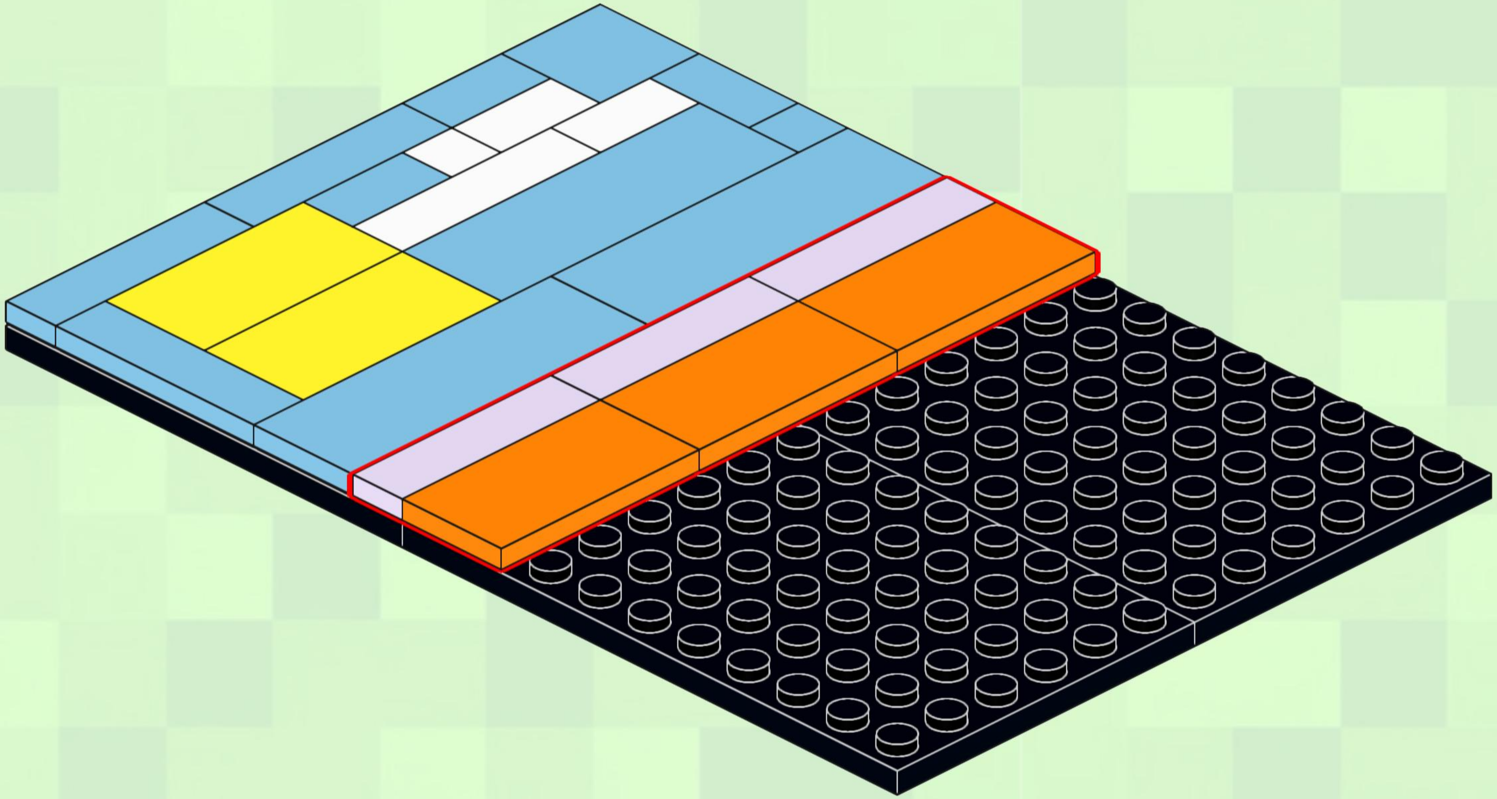

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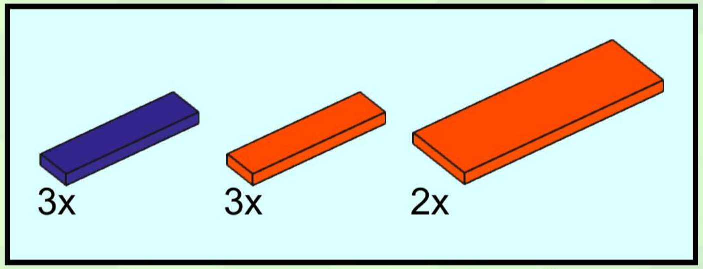

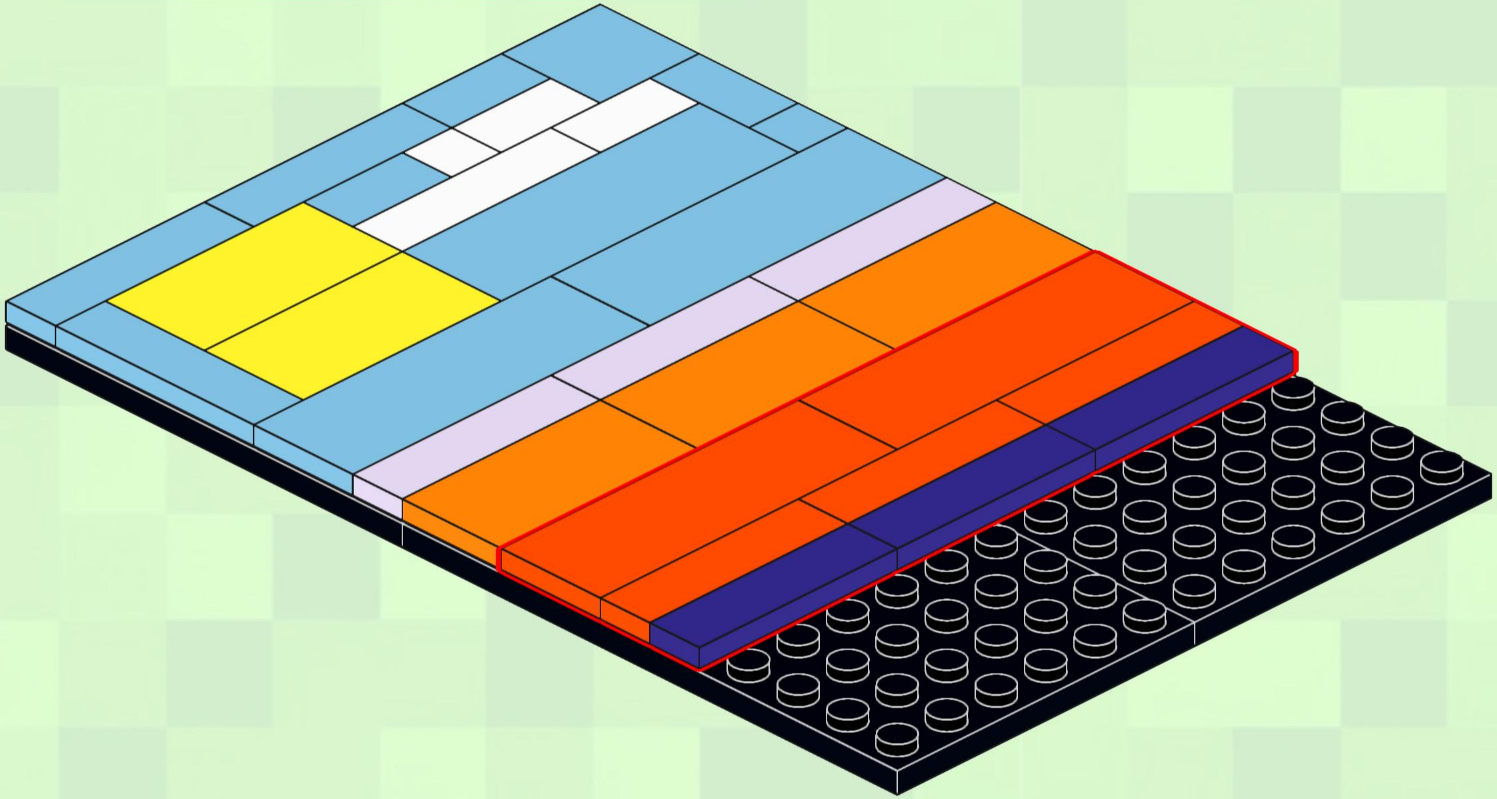

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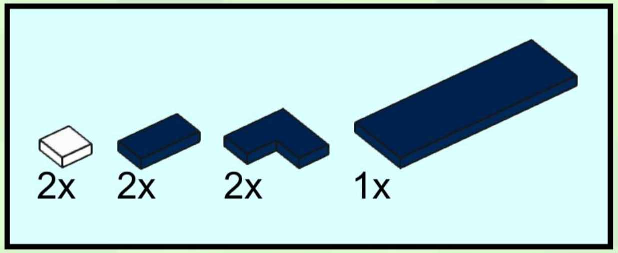

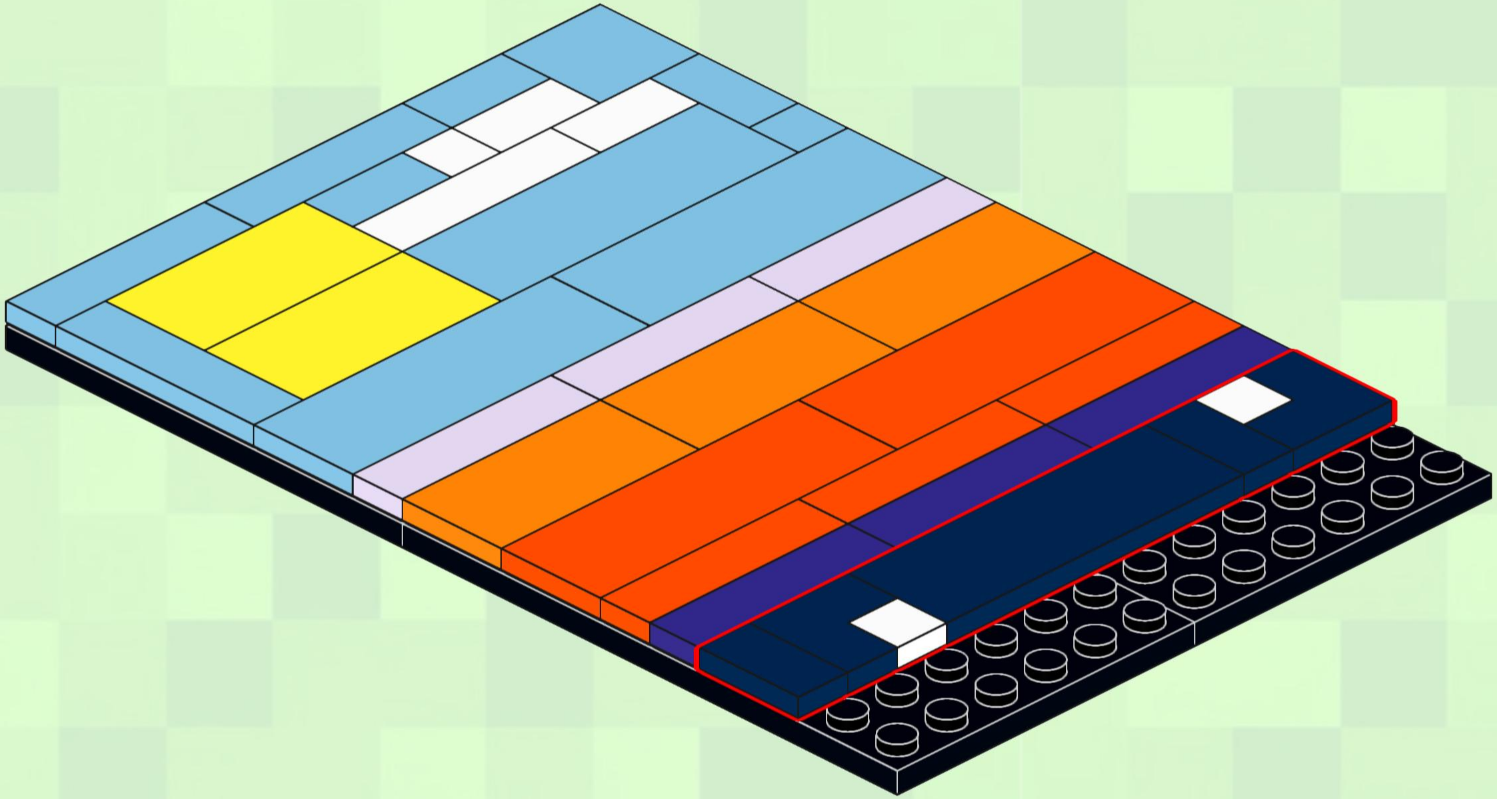

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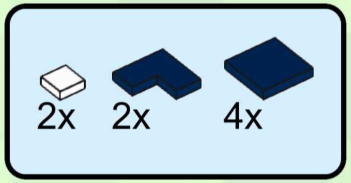

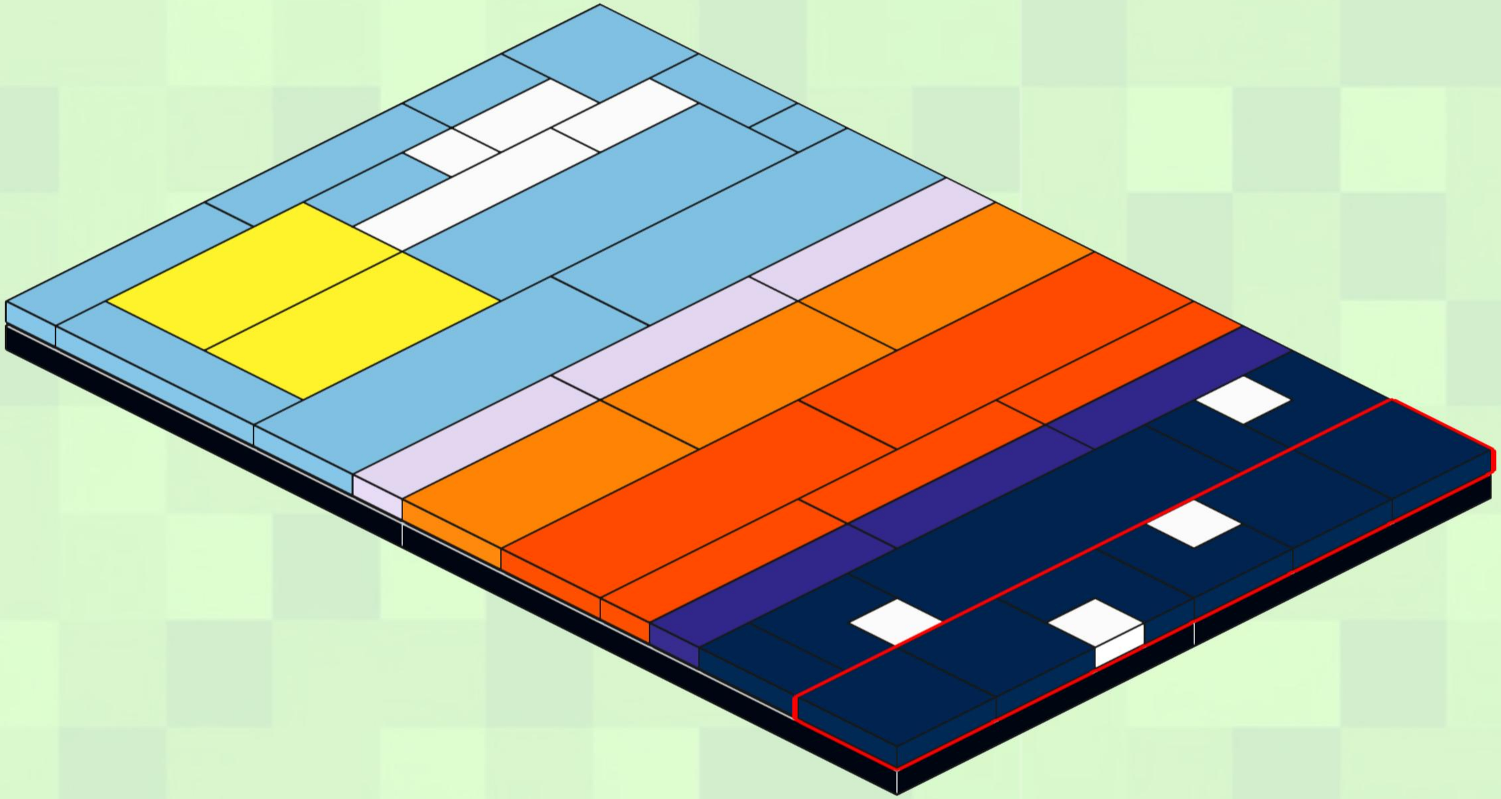

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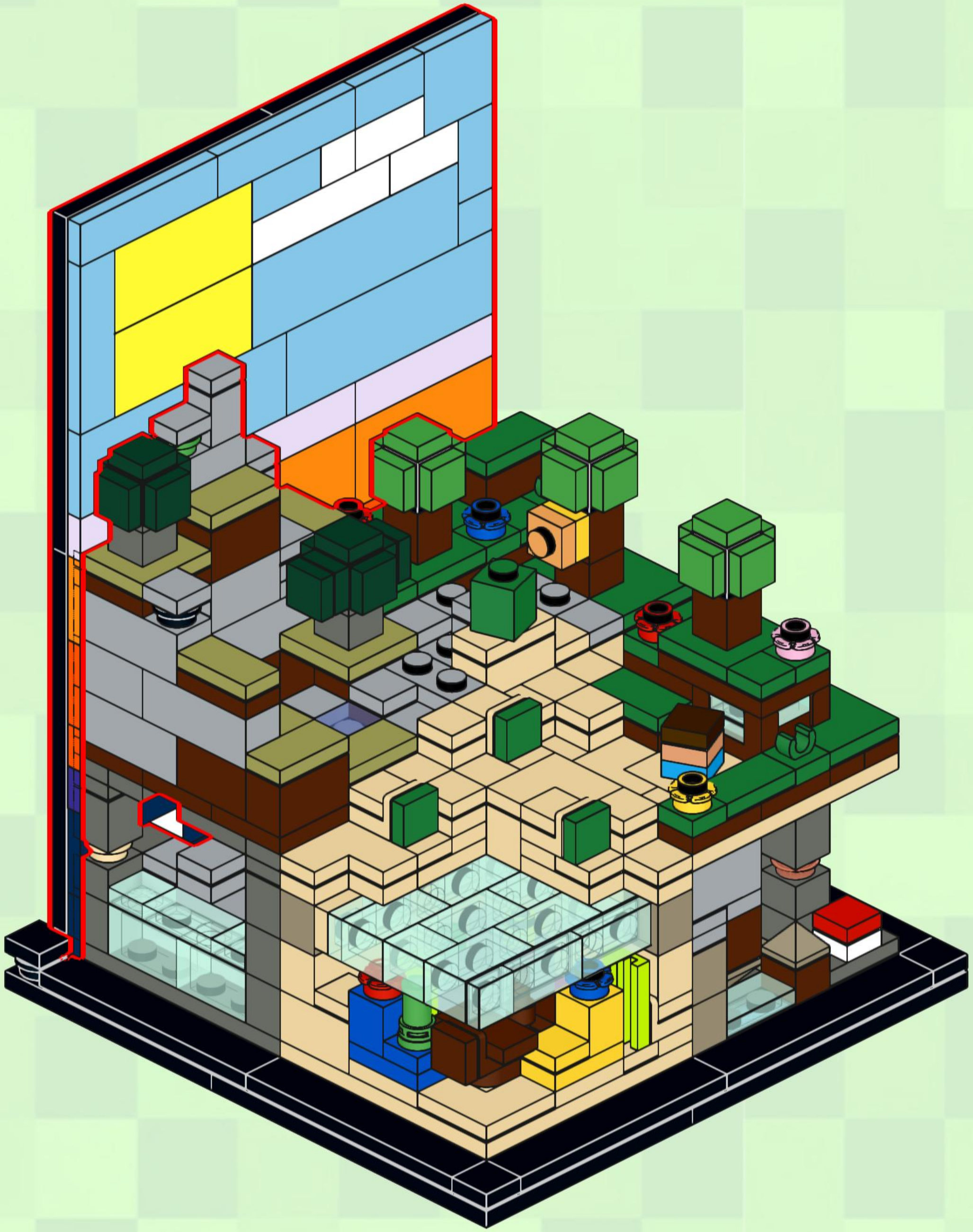

Thanks for Building!